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# Suikoden

幻想水滸伝

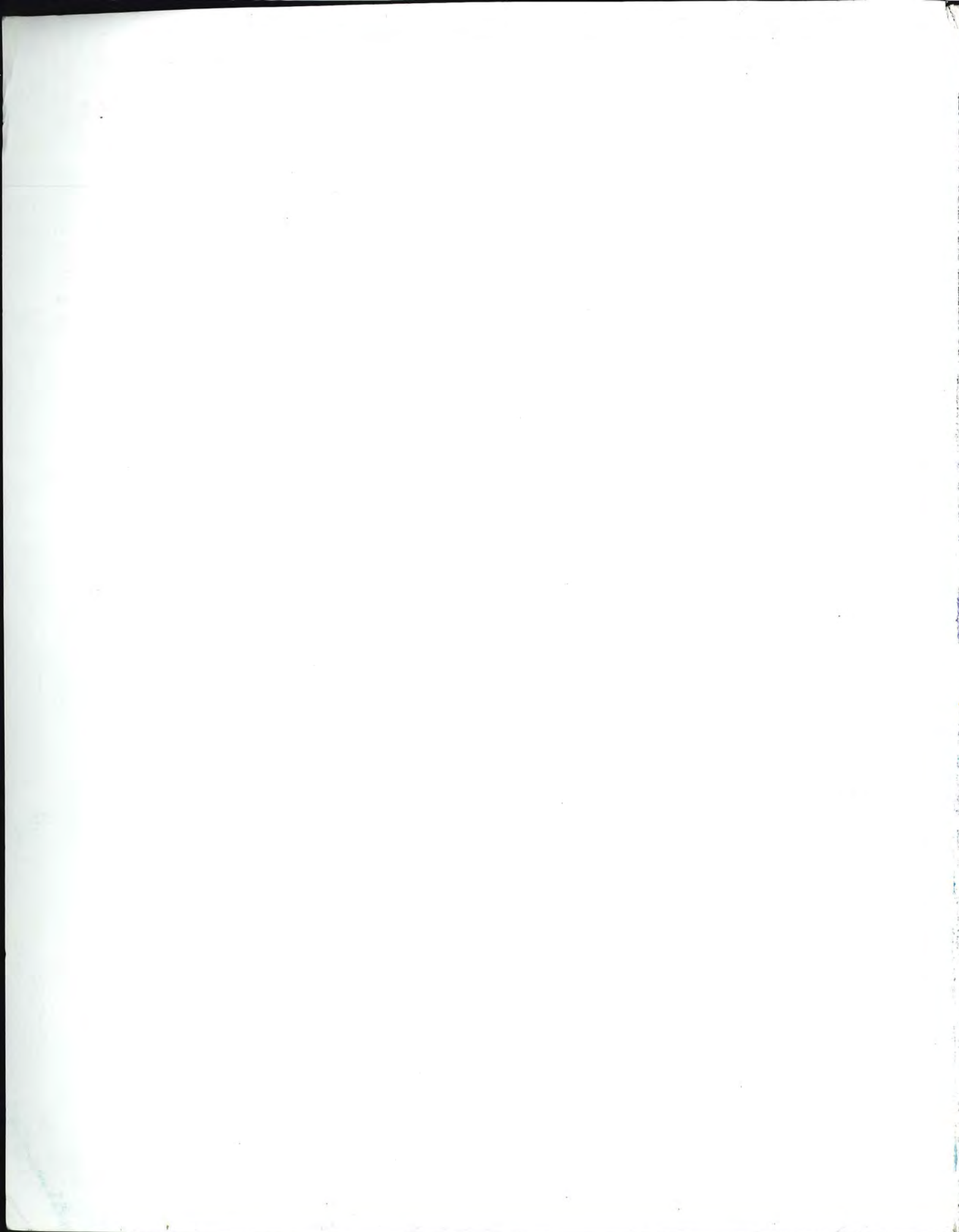


COVERS-PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME  
RATED BY THE  
ESRB

TEEN  
T









# Suikoden®

— 幻想水滸伝 —

OFFICIAL STRATEGY GUIDE

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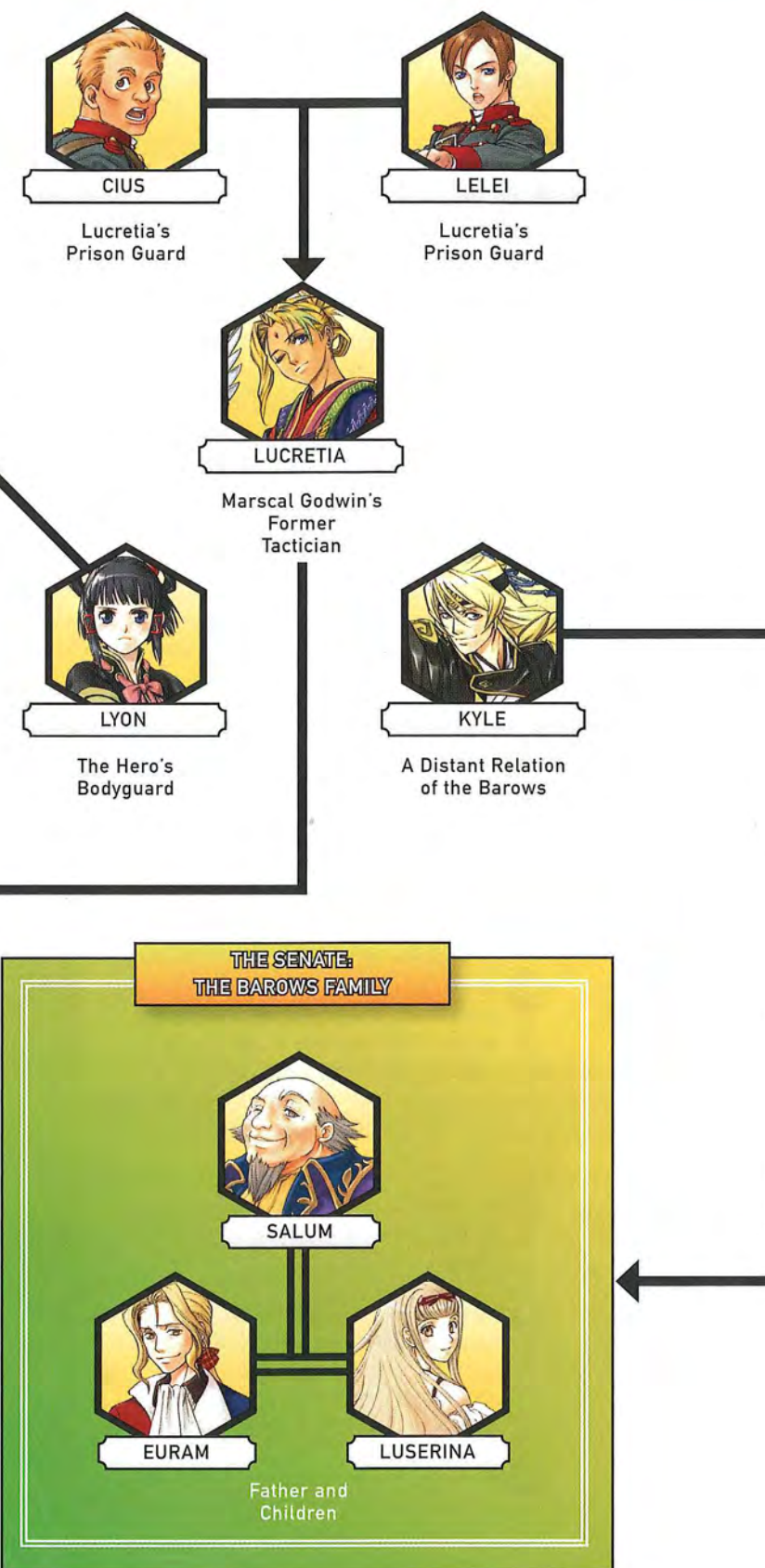
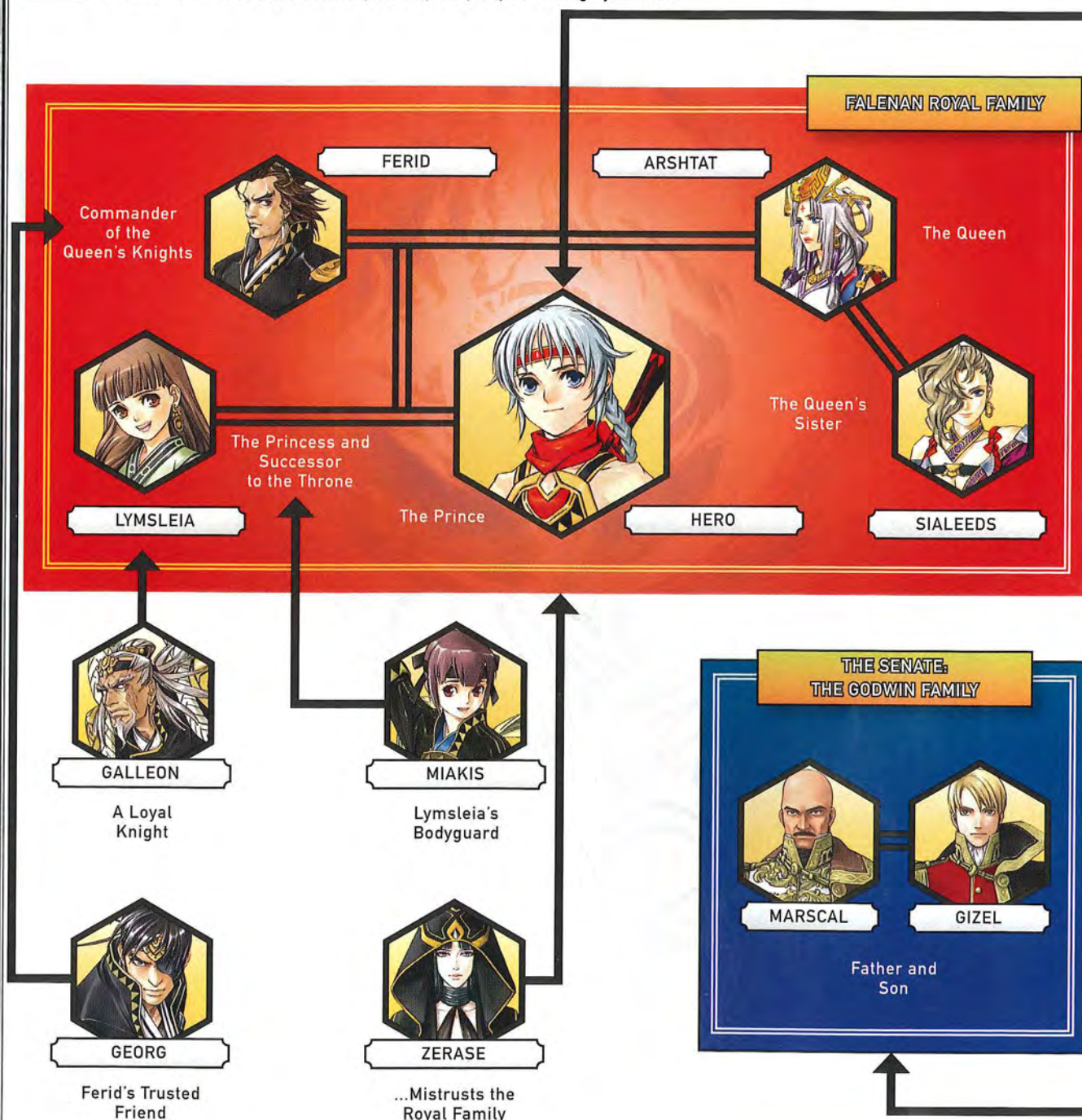


# Prologue

## Introduction



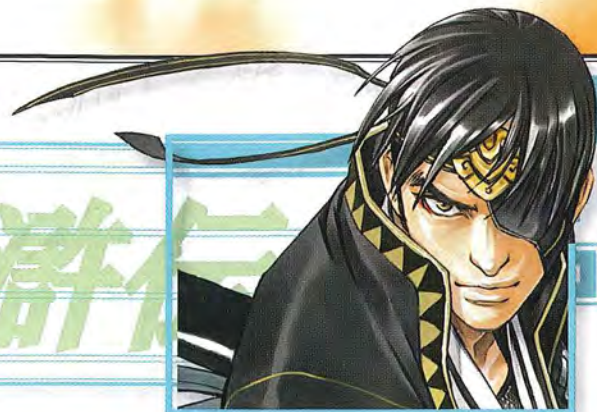
**F**ormations are the most significant addition to the battle system in SUIKODEN V. By choosing the right formation you can enhance key characters while protecting your most vulnerable party members. Once per battle, you can use a powerful formation skill to recover health, protect your party or damage your foes.





## Prologue

# Basic Training



## Part I ■ Marshalling an Army ■

### The 108 Stars of Destiny

**Y**our hero is just one of the 108 Stars of Destiny who are fated to play a part in the Falenan civil war. You don't need all of these characters in order to beat the game, but each character will prove to be a powerful warrior in combat, serve as a skilled leader on the battlefield, or add valuable new resources and mini-games to your headquarters. And only by recruiting all 108 can you get the best ending in the game.

### Recruiting Allies

**R**oughly half of the remaining characters will automatically join you during your quest, but the other half must be sought out and recruited by completing special

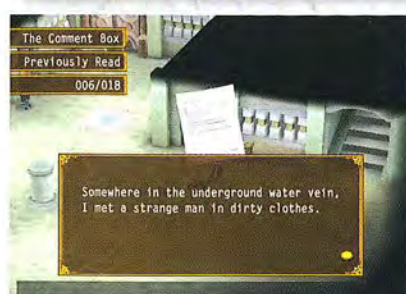
game events. These characters tend to be harder to recruit than they were in previous SUIKODEN titles, so you'll have to search long and hard for them. A few general tips:

Always ask everyone to join you, even if it seems rude or you know they'll decline. You may have to ask and be rejected repeatedly before you can succeed later in the game. Revisit the characters who decline after every major game event.

Many characters will only appear at specific times in the game, so revisit old areas frequently.

Some characters won't agree to join—or appear at all—if you don't have certain characters in your party. Pay close attention to which characters are connected with which other characters.

When you get your headquarters, read the messages in the suggestion box often for recruitment tips. Hire the detectives to research characters you've met but have lost track of.



### Outfitting Your Troops

**A**ggressive recruiters may end up with more characters than they know what to do with. While it's tempting to stick with one party throughout the game, you'll ultimately need over 20 high-level, well-equipped characters to use in combat, including a diverse mix of warriors and spellcasters. You can never count on any character to be around when you need them, so it's best to have a deep bench from which to draw on. Keeping your troops well-equipped with armor, runes, and well-forged weaponry isn't cheap, but SUIKODEN V offers several ways to make money.

### Combat Prizes

There are many ways to boost the amount of Potch (money) and prizes you earn in combat. Characters with the Treasure Hunt skill can increase the odds you get valuable items in combat, even if they're only in your entourage. Characters with the "Potch Finder" skill and armaments with "Prosperity" in their name will increase the amount of money you earn from encounters.

### Mini-Games

You can earn money by gambling in mini-games or selling prizes you earn. One of the most efficient (and relaxing) ways of making money is with the Fishing mini-game. The pots (once appraised), fish parts, and boots you pull up can be sold for decent prices.



### Trading Posts

Most major towns have a trading post where you can buy commodities like food items and precious metals, and then sell them at towns where they're more valuable for a profit. The prices are generally static, but occasionally an item will significantly increase or decrease in value, allowing you to exploit a temporary change to make even higher profits. These price changes last only around 30 minutes, so you'll need to act quickly if you want to avoid being left with an inventory full of soybeans. If you sell enough of certain items (soybeans, rice, wheat, fruit, and gold and silver) items with higher profit margins like (miso/soy source, sake, beer, wine, and gold craftwork) will begin to appear.



### COMMODITIES

The areas listed here don't necessarily have the best prices, but they're the easiest to exploit early in the game when money matters most.

Commodities	Low Prices at	High Resale at
Sugar	Sable, Raftfleet, Haud	Lelcar, Dwarf Camp, Sol-Falena
Salt	Raftfleet, Sol-Falena, Nirva Island	Rainwall, Beaver Lodge, Sable
Soybeans	Sable, Beaver Lodge, Sol-Falena	Sauronix, Dwarf Camp, Nirva Island
Vegetables	Yashuna, Beaver Lodge, Nirva Island	Dwarf Camp, Lelcar, Raftfleet
Fruit	Sable, Nirva Island, Estrise	Raftfleet, Dwarf Camp, Haud
Wheat	Stormfist, Sol-Falena, Nirva Island	Yashuna, Sable, Rainwall
Rice	Beaver Lodge, Sable, Raftfleet	Nirva Island, Yashuna, Dwarf Camp
Handicrafts	Your HQ, Haud, Sol-Falena	Estrise, Dwarf Camp, Nirva Island
Spices	Nirva Island, Estrise, Sol-Falena	Lelcar, Sauronix, Sable
Coffee	Lelcar, Yashuna, Sol-Falena	Haud, Sauronix, Sable
Tea	Rainwall, Raftfleet, Yashuna	Sable, Nirva Island, Estrise
Iron	Estrise, Haud, Dwarf Camp	Stormfist, Sauronix, Sable
Gold and Silver	Dwarf Camp, Nirva Island, Estrise	Haud, Rainwall, Sol-Falena
Pearls	Estrise, Nirva Island	Rainwall, Sol-Falena



# Part II ■ Standard Combat

**S**UIKODEN V's battle system allows you to place six characters on the front lines, while up to four characters provide reinforcements or support from your entourage. Strive for a good mix of character types, from short-range fighters to back-row mages and archers.

## Battle Formations

**C**ombat strategy begins long before the battle does, when you choose a formation in your option screen and position your characters where each will be most

effective. New battle formations (which you'll find during your quest) provide stats boosts to your party and allow you to use powerful Formation Skills to strike first, damage a group of foes,

or boost your defenses for a turn. Formations are covered in more depth in the Formations section.



## The Flow of Battles

**A**t the beginning of each turn of combat you're given several options:

- Fight** – Choose your own actions for each character. This is the only way to use items or powerful Rune and Co-Op Attacks. You may also switch out characters with replacements from your entourage.
- Formation** – Change your formation or use your formation's skill. Don't overlook the fact that you can use any formation skill that you have access to at any time with this function!
- Retreat/Release** – Against lower-level foes, you may "release" them to end the battle instantly. Against higher-level foes, you may be able to retreat, but you'll lose a turn if you fail. However, if you have a character with the Escape Route skill in your entourage, you'll never fail.
- Bribe** – You can always bribe your way out of a fight, but the costs are exorbitant. Use this option sparingly.
- Auto** – Every character will automatically do a basic attack for the turn. This is a big time-saver against weak foes.



## Co-Op Attacks

**C**oop Attacks remain a cornerstone of strategy in SUIKODEN. They allow two or more characters to combine their turns into a single attack that deals extra

damage or hits a wider range of foes. Only certain characters have access to these powerful moves (typically characters that fit a theme, or have a pre-existing relationship). Co-Op Attacks

have the added bonus of always hitting and being impossible to counter or parry. However, you can't score critical hits or combos when using them.



## CO-OP ATTACKS

Participating Characters	Co-Op Attack Name	Co-Op Attack Description
Hero, Lyon	Sworn Protector	At least 1.2x damage to one enemy
Hero, Miakis	Sworn Protector	At least 1.2x damage to one enemy
Hero, Staleeds	Royal Power	At least 0.5x damage to all enemies
Hero, Lyon, Georg, Kyle, Miakis, Galleon	Falena's Finest	At least 0.2x damage to all enemies
Hero, Roy	Perfect Likeness	At least 1.2x damage to one enemy
Kyle, Georg	Flash of Steel	1.2x damage to one enemy
Georg, Kyle, Miakis, Galleon	Maze of Steel	0.4x damage to all enemies
Rahal, Dinn, Mathias	Fancy Lad	1.4x damage to one enemy
Roy, Nick, Richard	Pretty Boy	0.5x damage to all enemies
Ax, Bergen, Moroon	Looks Can Kill	0.5x damage to all enemies
Norma, Faylen, Viki	Pretty Girl	0.5x damage to all enemies
Staleeds, Nelis, Jeane	Kiss Goodbye	0.5x damage to all enemies
Sharmista, Nelis, Jeane	Kiss Goodnight	0.5x damage to all enemies
Byakuren, Flail, Miroon	Secret Crush	0.5x damage to all enemies
Goesche, Yahr	Endless Blows	1x damage to cluster of enemies
Logg, Lun	Dad and Daughter	1x damage to row of enemies
Kisara, Logg, Lun	Family	0.6x damage to all enemies
Lun, Subala	Petty Rivals	1.2x damage to one enemy
Faylen, Faylon	Brotherly Love	1x damage to cluster of enemies
Sagiri, Shigure	Case Closed	1.2x damage to one enemy
Isabel, Mathias	Maximillian	1.5x damage to one enemy
Bernadette, Yahr, Nelis	Island Storm	1.3x damage to one enemy
Nilsara, Sharmista	Armes Greeting	1.2x damage to one enemy
Viki, Genoh	Oops!	1x damage to cluster of enemies

continued



## CO-OP ATTACKS (cont'd)

Participating Characters	Co-Op Attack Name	Co-Op Attack Description
Lance, Flail, Ax	Stampede	0.7x damage to all enemies
Roog, Lance	Scarlet Charge	1.2x damage to column of enemies
Rahal, Flail	Azure Charge	0.9x damage to row of enemies
Nick, Ax	Violet Charge	0.8x damage to all enemies
Miakis, Roog, Rahal	Friends Forever	1.3x damage to one enemy
Ernst, Norma	Beast Tamer	1.2x damage to column of enemies
Isato, Wabon, Alhazred	Shining Scalp	0.5x damage to all enemies
Isato, Urda	Arrow Storm	0.7x damage to all enemies
Zweig, Lorelai, Killey	Sindar Surge	0.6x damage to all enemies
Shoon, Zegai, Belcoot	Crowd Favorites	1.3x damage to one enemy
Lu, Sorensen	Shoot and Smash	1.2x damage to one enemy
Cius, Lelei	Lockdown	1.2x damage to one enemy
Maroon, Meroon, Miroon, Moroon, Muroon	Beaver Rush	Instant death or 1.2x damage to 1 enemy
Gunde, Wabon, Bergen	Tunnelin' Thru	1.3x damage to one enemy
ReMiFa, MiFaSo, FaSoRa, SoLaTi, LaTiDo	DoReMi	0.5x damage to all enemies
Isabel, Cathari, Zerase	Conceit	1.3x damage to one enemy
Georg, Lorelai, Killey, Viki	Fate	???
Raven, Sagiri, Shigure	Fugitive Hunt	1x damage to one enemy
Zerase, Levi	Pride of Magic	100 basic damage to all enemies
Roog, Rahal, Nick	Dragon Cavalry	0.6x damage to all enemies
Belcoot, Dinn	Sword Master	1x damage to column of enemies
Hazuki, Richard	Sword Sage	1x damage to column of enemies
Shoon, Nikea	Speak with Fists	1.2x damage to one enemy
Shoon, Faylen, Lu	Teen Rebellion	1.3x damage to one enemy
Nikea, Gavaya	Sacred Greenhorn	1.2x damage to one enemy

## Runes



**E**ach character has up to three slots to which they can equip a Rune from an orb. Most characters have only one or two rune slots at the beginning of the game, but a second or third will open up as they gain higher levels. Note that Runes are most

effective when equipped to a character's head. 10% less effective on a character's left hand, and 20% less effective on a character's right hand. Some characters cannot use certain Runes, and certain Runes cannot be attached to certain body parts.

**T**

here are three types of Runes. You can see a full list in the item appendix.

**Attack Runes** – These are often limited to a particular character or weapon. When used, they unleash a special attack that may deal double damage or hit a wider range of foes. These often have drawbacks that are not listed in the description (such as leaving the user off-balance and unable to act), so use them carefully. Attack Runes can only be used once per combat.



**Effect Runes** – These runes are always in use, and do not need to be activated. They may increase the user's offense or defense at a particular cost, make them more or less likely to be targeted, add a status effect like poison or silence to their attacks, or increase their ability to counter attacks.



**Magic Runes** – These allow their user to cast one of up to four spells by expending their own innate MP (magic points). Each character has a certain number of MP for each of four levels, and can only cast that many spells of that level. So while many characters can use magic runes, they are best when given to a character who excels at magic and has plenty of MP. Furthermore, most Magic Runes are associated with a specific affinity, such as Fire, Water, Dark, etc. Check each character's affinities and make sure they have a B or better in that particular affinity before you entrust them with a magic rune!



## True and Signature Runes



The world of SUIKODEN is dominated by 27 true runes that grant their users incredible power. Some of these Runes appear in this game, and outside of recruiting the characters they belong to or gaining the runes via storyline events, there is no way to acquire them. True Runes cannot be removed. Signature

Runes have less power and significance, but only a single copy of them may exist in the game. Like True Runes, these can never be removed from the character who bears them—Josephine just wouldn't be Josephine without the Red Rose Rune.

## MAGIC SPELLS

Rune Name	Level	Element	Spell Name	Spell Effect
Dawn Rune	1	Sun	Time of Wakening	Removes status changes from all allies
	2	Sun	First Ray	400+ damage to column of enemies
	3	Sun	Light of Day	Restores one ally to perfect health
	4	Sun	Crimson Sky	1200+ damage to all enemies
Twilight Rune	1	Sun	Evening Dusk	Causes all enemies to Sleep (20%)
	2	Sun	Setting Sun	300+ damage or instant death (70%) to one enemy
	3	Sun	Silent Afterglow	600+ damage to row of enemies
	4	Sun	Vermilion Sky	1300+ damage to all enemies

continued



## MAGIC SPELLS (cont'd)

Rune Name	Level	Element	Spell Name	Spell Effect
Fire Rune	1	Fire	Flaming Arrows	100+ damage to one enemy
	2	Fire	Dancing Flames	200+ damage to cluster of enemies
	3	Fire	Blazing Wall	300+ damage to row of enemies
	4	Fire	Explosion	700+ damage to all enemies
Rage Rune	1	Fire	Dancing Flames	200+ damage to cluster of enemies
	2	Fire	Blazing Wall	300+ damage to row of enemies
	3	Fire	Explosion	700+ damage to all enemies
	4	Fire	Final Flame	1200+ damage to all enemies
Lightning Rune	1	Lightning	Thunder Runner	100+ damage to column of enemies
	2	Lightning	Berserk Blow	300+ damage to one enemy
	3	Lightning	Soaring Bolt	900+ damage divided among all enemies
	4	Lightning	Furious Blow	1000+ damage to column of enemies
Thunder Rune	1	Lightning	Berserk Blow	300+ damage to one enemy
	2	Lightning	Soaring Bolt	900+ damage divided among all enemies
	3	Lightning	Furious Blow	1000+ damage to column of enemies
	4	Lightning	Thunder Storm	1100+ damage to all enemies
Water Rune	1	Water	Kindness Drops	Fully restores HP and cures statuses of one ally
	2	Water	Breath of Ice	100+ damage to all enemies
	3	Water	Kindness Rain	Restores 300 HP to all allies
	4	Water	Silent Lake	Blocks all magic spells for five turns
Flowing Rune	1	Water	Breath of Ice	100+ damage to all enemies
	2	Water	Kindness Rain	Restores 300 HP to all allies
	3	Water	Silent Lake	Blocks all magic spells for five turns
	4	Water	Mother Ocean	Restores one ally to perfect health
Wind Rune	1	Wind	Wind of Sleep	Causes all enemies to Sleep (20%)
	2	Wind	Healing Wind	Fully restores HP and cures statuses of one ally
	3	Wind	The Shredding	200+ damage to all enemies
	4	Wind	Funeral Wind	300+ damage or instant death (50%) to all foes
Cyclone Rune	1	Wind	Healing Wind	Fully restores HP and cures statuses of one ally
	2	Wind	The Shredding	200+ damage to all enemies
	3	Wind	Funeral Wind	300+ damage or instant death (50%) to all foes
	4	Wind	Shining Wind	500+ damage to all enemies, 300+ HP to all allies
Earth Rune	1	Earth	Clay Guardian	Raises all allies' PDF and MDF for three turns
	2	Earth	Vengeful Child	Protects one ally from one spell
	3	Earth	Guardian Earth	Removes status changes from all allies
	4	Earth	Earthquake	800+ damage to all land-based enemies
Mother Earth Rune	1	Earth	Vengeful Child	Protects one ally from one spell
	2	Earth	Guardian Earth	Removes status changes from all allies
	3	Earth	Earthquake	800+ damage to all land-based enemies
	4	Earth	Canopy Defense	Protects each ally from one spell
M. Earth Sword Rune	1	Earth	Sword of Earth	User's weapon element becomes Earth, 1.1x damage
	2	Earth	Earth Guard	Greater protection from Earth during battles
	3	Earth	True Mother	User's weapon element becomes Earth, 1.2x damage

## MAGIC SPELLS (cont'd)

Rune Name	Level	Element	Spell Name	Spell Effect
Star Rune	1	Star	Twinkling Star	300+ damage to one enemy
	2	Star	Starry Stillness	Causes Sleep (20%) and Silence (30%) to all enemies
	3	Star	Comet	800+ damage to column of enemies
	4	Star	Meteor Shower	1000+ damage to all enemies
DoReMi Rune	1	Sound	Fugue	Recruits a DoReMi Elf encountered as a foe
	2	Sound	Serenade	Sleep (20%) to all foes (need 2 DoReMi Elves)
	3	Sound	March	Fury & Alert (50%) all allies (need 3 DoReMi Elves)
	4	Sound	Concerto	1500+ damage to all foes (need 4 DoReMi Elves)
Beast Rune	1	None	Transformation	Leopard to human (once per battle)
	2	Sound	Resounding Roar	Unbalances all foes (only usable when human)
	3	Slice	Ripping Claws	700+ damage to row of foes (only usable when human)
	4	Thrust	Devouring Jaws	Kill 1 foe, recover all HP (only usable when human)
Pale Gate Rune	1	Thrust	Open Gate	100+ dmg or inst death (30%) to cluster of foes
	2	Lightning	Royal Passage	350+ damage to one enemy
	3	Water	Pale Palace	600+ damage to all enemies
	4	Dark	Empty World	900+ damage to all enemies (allies damaged too)
Resurrection Rune	1	Holy	Scolding	50+ damage to one enemy
	2	Holy	Yell	Raises one ally from Unconsciousness
	3	Holy	Charm Arrow	300+ damage to all enemies
	4	Holy	Scream	Restores 300 HP to all allies
Rune of Condemnation	1	Dark	Black Shiver	100+ damage to one enemy, 10+ damage to user
	2	Dark	Endless Ordeal	300+ damage to one enemy, 50+ damage to user
	3	Dark	Inevitable Blade	300+ damage to all enemies, 100+ damage to user
	4	Dark	Dark Summoning	Causes instant death to 1 foe (80%) and user (10%)
Blinking Rune	1	None	Ready!	Teleports one foe -- or one ally, if it fails
	2	None	Set!	200+ damage to cluster of enemies
	3	None	Go!	Teleports all foes -- or one ally, if it fails
Shield Rune	1	Earth	Battle Oath	Provokes Fury (40%) on all allies
	2	Water	Great Blessing	Restores 200 HP to all allies
	3	Earth	Battlefield	Raises the power of all allies' magic for 3 turns
Rage Sword Rune	1	Fire	Sword of Rage	User's weapon element becomes Fire, 1.1x damage
	2	Fire	Fire Guard	Greater protection from Fire during battles
	3	Fire	True Rage	User's weapon element becomes Fire, 1.2x damage
Thunder Sword Rune	1	Lightning	Sword of Thunder	User's weapon element becomes Lightning, 1.1x damage
	2	Lightning	Lightning Guard	Greater protection from Lightning during battles
	3	Lightning	True Thunder	User's weapon element becomes Lightning, 1.2x damage
Flowing Sword Rune	1	Water	Sword of Flowing	User's weapon element becomes Water, 1.1x damage
	2	Water	Water Guard	Greater protection from Water during battles
	3	Water	True Flowing	User's weapon element becomes Water, 1.2x damage
Cyclone Sword Rune	1	Wind	Sword of Cyclone	User's weapon element becomes Wind, 1.1x damage
	2	Wind	Wind Guard	Greater protection from Wind during battles
	3	Wind	True Cyclone	User's weapon element becomes Wind, 1.2x damage



## Acquiring New Runes

When not equipped by characters, runes are contained in orbs that may be bought at Rune Shops, dropped by enemies, won in military battles, or found in treasure chests. Many characters come with Runes, and since you'll probably recruit more characters than you'll use, you may wish to remove them from the perpetual benchwarmers.

You'll more commonly find orb pieces than whole orbs. When you find four of any orb piece, you may take it to a rune shop and have it assembled into a complete orb. This is the easiest way to earn many of the game's most powerful Runes. Note that orb pieces take up a lot of inventory space, so you should drop them off in storage whenever you have the opportunity.



## Unite Magic

When two characters both have high-level Elemental Runes, they can combine their turns to use a Unite Magic spell. (This option will appear automatically when you select the spell of the

first character.) You may choose which level of MP to use for these powerful spells, and the power will be adjusted accordingly.



## UNITE MAGIC

Unite Magic (Combined Runes)	Level	Spell Effect
Flame Array (Rage and Thunder)	Level 1	300+ damage to all enemies
	Level 2	500+ damage to all enemies
	Level 3	1000+ damage to all enemies
	Level 4	1600+ damage to all enemies
Thunder God (Thunder and Flowing)	Level 1	300+ damage to all enemies
	Level 2	500+ damage to all enemies
	Level 3	1000+ damage to all enemies
	Level 4	1600+ damage to all enemies
Water Dragon (Flowing and Cyclone)	Level 1	300+ damage to all enemies
	Level 2	500+ damage to all enemies
	Level 3	1000+ damage to all enemies
	Level 4	1600+ damage to all enemies
Fierce Wind Fang (Cyclone and Mother Earth)	Level 1	300+ damage to all enemies
	Level 2	500+ damage to all enemies
	Level 3	1000+ damage to all enemies
	Level 4	1600+ damage to all enemies
Scorched Earth (Mother Earth and Rage)	Level 1	300+ damage to all land-based enemies
	Level 2	500+ damage to all land-based enemies
	Level 3	1000+ damage to all land-based enemies
	Level 4	1600+ damage to all land-based enemies
Creation (Dawn and Twilight)	Level 1	500+ damage to all foes, slightly heals all allies
	Level 2	750+ damage to all foes, moderately heals all allies
	Level 3	1000+ damage to all foes, greatly heals all allies
	Level 4	1500+ damage to all foes, fully heals all allies

## The Skill System



Each character can have two skills equipped at once. Skills generally boost a character's stats, and allow you to focus on one aspect of that character's combat prowess. For example, frontline fighters

who lack good armor choices can benefit from skills such as Defend and Stamina, while characters who primarily use spellcasting runes should boost their Magic abilities.

## BASIC SKILLS

Stamina	Max HP+
Attack	Attack+
Defense	Phys Def+, Parry/Shield/Weapon Def %+
Technique	Accuracy+, Counter/Thrust Back %+
Vitality	Critical Hit/Charge %+
Agility	Evasion+, Speed+, Consec/Contin Atk %+
Magic	Magic+
Magic Defense	Magic Defense+, Resistance %+
Incantation	Faster magic incantation
Sword of Magic	Magic sword effect+

COMBAT SKILLS

MAGIC SKILLS

## Training Skills

In addition to gaining standard experience, characters gain skill points in battle that can be spent to raise the level of their skills. A certain percentage of points go into a party-wide pool that anyone can draw from, and any character can donate their skill points to the pool, although 10% of the points are lost when they do.

Trainers that can raise skills are found in most towns, but these common trainers can only raise skills up to level C. To reach the higher ranks, you'll need to rely on a character with the Combat Teacher or Tutor skill. Combat Teachers (Georg and Zegai) can raise combat abilities, while Tutors (Levi

and Zerase) can raise magical abilities. While they also have an initial maximum of level C, items you find like Basic Magic and Elementary Combat can raise the maximum levels they're capable of teaching.

Not every character has every skill, and some characters are less good at certain skills than others. Characters who excel at skills can reach higher levels at the skill (all the way up to SS) and spend less skill points to get there. Other characters may find themselves capped at lower levels, and have to spend significantly more points to advance.





## Finding and Learning Epic Skills

On your quest you'll discover special "epic skills" in treasure chests. These skills raise multiple stats while only filling a single skill slot, so their value is obvious. However, only certain characters can learn certain epic skills, and doing so is difficult. First,

a character must have a skill rank of at least A in every basic skill that epic skill affects. For example, to equip Fate Control, which boosts Attack and Technique stats, you must already have an A in both Attack and Technique skills.

### EPIC SKILLS

Raging Lion	Double effect: Stamina/Attack
Fate Control	Double effect: Attack/Technique
Karmic Effect	Double effect: Defense/Technique
Armor of Gods	Double effect: Defense/Magic Defense
Swift Foot	Double effect: Technique/Agility
Triple Harmony	Triple effect: Attack/Vitality/Agility
All-out Strike	Triple eff: Vitality/Agility/Incantation
Untold Clarity	Affects all combat skills except Stamina
Divine Right	Double effect: Magic/Incantation
Zen Sword	Double effect: Attack/Incant
Sacred Oath	Affects all magic skills
Royal Paradise	Affects all combat/magic skills

COMBAT SKILLS

MAGIC SKILLS



## Signature Skills

Certain characters have signature skills that give them special abilities, but permanently tie up a skill slot. Some of these skills enhance attacks, like Long Throw, which gives the user a chance of hitting a whole row of enemies with a ranged attack. Others apply special conditions to combat, such as the ability to retreat without fail (Escape Route), find items more frequently (Treasure Hunt), or see enemy stats (Analyze). These skills take effect automatically, and apply whether the character is there in combat or back in your entourage. Finally, some skills like Forge, Combat Teacher, and Appraise allow you to use services on the field (but not in combat) that are otherwise only available in towns or your headquarters.



## SIGNATURE SKILLS

Thief	Swipe Potch with each attack on enemy
Mow Down	Cluster attack % for stick weapons+
Pierce	Column attack % for spear weapons+
Freeze	Stun %+
Barrage	Multiple arrow attack %+
Long Throw	Row attack % for boomerang weapons+
Dragon Special	Cluster attack % for Dragon Horse+
Forge	Forge weapons anywhere
Combat Teacher	Receive combat training anywhere
Chain Magic	Repeat magic casting %+
Analyze	Reveal enemy status
Potch Finder	Earn more Potch after battle
Treasure Hunt	War trophy after battle %+
Escape Route	Always escape from any non-boss battle
Healing	Recover HP during each turn in battle
Treatment	Recover HP after battle
Haggle	Buy and sell at shops at good prices
Trade In	Receive Potch for discarding items
Cook	More food items appear after battle
Rune Sage	Equip/remove Runes anywhere
Bard	Affects battle music...
Perfect Pitch	DoReMi Elf power+
Appraisal	Can appraise items anywhere
Bath	Toasty % during battle+
Tutor	Receive magic training anywhere

COMBAT SKILLS

MAGIC SKILLS



## Part III ■ Full-Scale War

Not all battles can be won with a party of six. At times it will be necessary to lead your growing army into battle, and challenge your foes in real-time strategic warfare. Each battle has different objectives and resources, but the general rules and strategies remain the same.

### What Beats What



There's a rock-paper-scissors dynamic at work in the battles, regardless of whether you're fighting on land or at sea. On land, Infantry beat Archery units, Archers beat Cavalry units, and the Cavalry beats Infantry units. At sea, Rams

beat Archery ships; Archery ships beat Combat Ships, and Combat Ships beat Rams. Of course, any powerful unit can finish off a weakened unit, but you'll suffer heavy casualties whenever you violate these basic rules.



## Special Units

### BASIC SKILLS

Infantry Units	
Infantry	"Infantry defend against arrows with shields and heavy armor, but have poor mobility and are weak against cavalry."
Spear	"A type of infantry unit. Less mobile, but boasts added Defense and Attack."
Beavers	"A type of infantry unit. Has weaker Defense and Attack but can advance across water."
Cavalry Units	
Cavalry	"Cavalry units overpower infantry with their superior mobility, but their light armor is vulnerable to arrows."
Dragon Horses	"A type of cavalry unit. Can fight on both land and water; are the most powerful unit on water."
Archers	
Archers	"Archers overpower lightly armored cavalry units but are weak against the well-armored infantry units."
Ballista	"A type of archery unit, ballistas can launch a limited number of long-range attacks."
Rune Unit	"Units whose names start with 'Rune' boast powerful magic and healing skills in addition to standard features."
Aquatic Units	
Combat Ship	"Infantry on the decks of combat ships board enemy ships to attack, but are weak against arrows while on deck."
Ram	"Rams are the 'battering rams' of the sea. Not enough crew to fight combat ships, but strong against archery."
Archer Ship	"A deck full of long-range archers make archer ships effective against combat ships but weak against rams."
Battleship	"Battleships are a type of archer ship with superior armor and Attack, but they are less mobile than other types."

As the battles get more complicated, new units will be introduced. Most of these fall somewhere in the rock-paper-scissors order, but some trump it altogether: Beavers and Dragon Horses have an advantage against any ship, for example. The full list of units is shown here.



#### BASIC TRAINING

Marshalling an Army

Standard Combat

Full-Scale War

Closing

### Creating Your Units



Every non-animal character in the game has a second life on the battlefield, where even an HQ homebody may prove to be a powerful leader. While the game automatically creates units for you at the beginning of battle, we urge you to skip the defaults and customize the units yourself by selecting a unit and stripping away its leaders with the [square] button, then rebuilding it from scratch. Making your own units will

ensure you have an even mix of battle types, and your best and brightest are leading the charge.

Each unit consists of a set number of troops (100-150) lead by up to three characters of your choice. The first is the leader, who determines what type of unit it will be. You may then add one general and one follower, who provide additional stat boosts and special abilities. Their duties are as follows:

### The Leader (#1)

The leader determines what type of unit it will be, its basic strength, and its first ability. This strength is ranked from A to C on the chart at the end of this section, and determines both the offensive and defensive might of the unit. The leader appears in the battle scenes and he speaks for the unit during battlefield events.

### The General (#2)

The general is either a leader placed second in command, or a character who has more of a tactician role. They typically add a stat boost and a second ability to the unit (if it's the same ability as the leader, it will increase the number of times it can be used without wasting the second slot).

### The Follower (#3)

The follower is a support character who adds only an ability to the unit. A unit can only have two abilities, so if the unit already has two, add a follower with the same ability to increase the number of times it can be used.

### CHARACTERS AT WAR

Name	Available Position	Skill Level when Leader	Military Unit	Naval Unit	Special Ability	# of Uses	Bonus when General
<b>Archers</b>							
Isato	Leader/General	B	Archers	Archery Ship	Barrage	1	
Kisara	Leader/General	B	Archers	Archery Ship	Barrage	1	
Lelei	Leader/General	B	Archers	Archery Ship	Barrage	1	
Logg	Leader/General	C	Archers	Archery Ship	Barrage	1	
Nelis	Leader/General	C	Archers	Archery Ship	Barrage	1	
Raja	Leader only	A	n/a	Dahak (Archery)	Barrage	1	
Wasil	Leader/General	B	Archers	Archery Ship	Barrage	1	
<b>Ballistae</b>							
Babbage	Leader/General	C	Ballista	n/a	Catapult	2	
Sorensen	Leader/General	C	Ballista	n/a	Catapult	2	
<b>Beavers</b>							
Fuwalafuwalu	Leader/General	B	Beavers	Beavers	Flowing	1	
Maroon	Leader/General	B	Beavers	Beavers	Gnaw	1	
Moroon	Leader/General	B	Beavers	Beavers	Gnaw	1	
<b>Cavalry/Rams</b>							
Dinn	Leader only	B	Cavalry	Ram	Charge	1	
Egbert	Leader/General	C	Cavalry	Ram	Charge	1	
Gavaya	Leader/General	B	Cavalry	Ram	Charge	1	+5
Mueller	Leader/General	B	Cavalry	Ram	Charge	1	+5
Nakula	Leader/General	B	Cavalry	Ram	Charge	1	+5
Nifsara	Leader/General	B	Cavalry	Ram	Charge	1	+1
Richard	Leader/General	B	Cavalry	Ram	Charge	1	+
Sharmista	Leader/General	B	Cavalry	Ram	Charge	1	
Shula Valya	Leader only	A	Cavalry	Ram	Charge	1	
Wilhelm	Leader only	A	Cavalry	Ram	Charge	1	
<b>Dragon Horses</b>							
Craig Laden	Leader only	A	Dragon Horses	Dragon Horses	Charge	1	
Rahal	Leader/General	B	Dragon Horses	Dragon Horses	Charge	1	+5
Roog	Leader/General	B	Dragon Horses	Dragon Horses	Charge	1	+5

continued



# CHARACTERS AT WAR (cont'd)

Name	Available Position	Skill Level when Leader	Military Unit	Naval Unit	Special Ability	# of Uses	Bonus when General
<b>Infantry/Combat Ships</b>							
(Hero)	Leader only	B	Infantry	Combat Ship	Dawn	1	+5
Belcote	Leader/General	B	Infantry	Combat Ship	Charge	1	
Cius	Leader/General	C	Infantry	Combat Ship	Charge	1	
Faylon	Leader/General	C	Infantry	Combat Ship	Charge	1	+7
Georg Prime	Leader/General	B	Infantry	Combat Ship	Charge	1	
Hazuki	Leader/General	B	Infantry	Combat Ship	Recover	1	+5
Kyle	Leader/General	B	Infantry	Combat Ship	Recover	1	+1
Miakis	Leader/General	B	Infantry	Combat Ship	Charge	1	
Nikea	Leader/General	C	Infantry	Combat Ship	Charge	1	+5
Norden	Leader/General	B	Infantry	Combat Ship	Muddle		+2
Orok	Leader/General	B	Infantry	Combat Ship	Muddle		
Raven	Leader/General	C	Infantry	Combat Ship	Charge	1	
Roy	Leader/General	B	Infantry	Combat Ship	Ambush	1	+5
Shigure	Leader/General	C	Infantry	Combat Ship	Charge	1	
Shoon	Leader/General	B	Infantry	Combat Ship	Charge	1	
Yahr	Leader/General	B	Infantry	Combat Ship	Charge	1	
<b>Rune Archers</b>							
Alhazred	Leader/General	C	Rune Archers	Rune Archery Ship	M. Earth	1	
Bernadette	Leader/General	B	Rune Archers	Rune Archery Ship	Flowing	1	
Cornelio	Leader/General	C	Rune Archers	Rune Archery Ship	Cyclone	1	
Eresh	Leader/General	B	Rune Archers	Rune Archery Ship	Thunder	1	
Genoh	Leader/General	C	Rune Archers	Rune Archery Ship	Flowing	1	
Jeane	Leader/General	B	Rune Archers	Rune Archery Ship	Thunder	1	
Levi	Leader/General	B	Rune Archers	Rune Archery Ship	Rage	1	
Talgeyl	Leader/General	B	Rune Archers	Rune Archery Ship	M. Earth	1	
Zerese	Leader/General	B	Rune Archers	Rune Archery Ship	Star	1	
<b>Spear/Rams</b>							
Boz Wilde	Leader only	B	Spear	Ram	Charge	1	+1
Galleon	Leader/General	B	Spear	Ram	Charge	1	+5
Goesch	Leader/General	B	Spear	Ram	Charge	1	+5
Isabel	Leader/General	B	Spear	Ram	Charge	1	+5
Volga	Leader/General	B	Spear	Ram	Charge	1	+5
Zegai	Leader/General	B	Spear	Ram	Charge	1	

## Battlefield Abilities

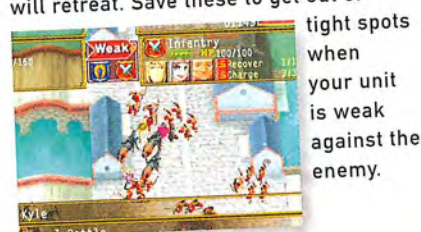
**T**he key to victory is creating units packed with good abilities. While you'll get far by exploiting the rock-paper-scissors nature of warfare, you can't always guarantee that you'll have the right unit at the right time. But special abilities trump everything, and can turn an impending rout into a decisive victory if used correctly. There are three types of abilities:

## Short-Range Abilities

### Short-Range Abilities

Rage	"Damages enemy in amount equal to 40% of remaining HP."
Cyclone	"Damages enemy in amount equal to 30% of total current HP. Restores 50% of unit's total current HP."
M. Earth	"Damages enemy in amount equal to 30% of total current HP. Cannot use on water."
Charge	"Damages enemy in amount equal to 20% of total current HP. Cannot use on water."
Gnaw	"Can only be used against ships. Reduces ship Defense by 10%. Cannot use on land."

If your unit has a short-range ability, you'll be given the option to use it when your unit enters battle with an enemy unit. Instead of the usual brawl, only the unit who uses the ability will deal damage (even if they were at a disadvantage) and then the losing unit will retreat. Save these to get out of



tight spots when your unit is weak against the enemy.

## Long-Range Abilities



Long-range abilities allow you to blast foes or heal allies from a safe distance. To use them, put the cursor over a unit and press the Square Button. You can then choose a target that falls within the orange area. Note that Barrage has a longer range than spells, and Catapult has the longest range of all.

## Long-Range Abilities

Thunder	"Damages enemy in amount equal to 30% of total current HP."
Flowing	Fully restores unit HP.
Dawn	"Damages foes in range equal to 20% of total current HP, and restores 50% of total current HP to all allies in range."
Star	"Damages enemies within range in an amount equal to 30% of total current HP."
Recover	Restores 50% of unit's total current HP.
Barrage	"Launches long-range arrow attack. Immune to counterattacks."
Catapult	"Launches long-range boulder attack. Immune to counterattacks."
Ambush	"Can attack without risk of counterattacks."

## Static Abilities

Static abilities are always on, giving your unit a boost with no effort from you. These typically provide a stat boost or some form of automatic healing.

## Static Abilities

Frenzy	Attack +5, Defense +5, Mobility +1.
Weakness	Enemy Defense -5.
Fortify	Defense +5.
Muddle	Enemy Attack -5.
Rumors	Enemy Defense -10.
Morale	Attack +5.
Speed Up	Mobility on land +1.
Rest	"When unit is at rest, HP recovers at rate of 1 every 5 seconds."
Balance	Stabilizes damage values.
Survival	Defense rises in response to loss of HP.
Nourish	"When unit is at rest, HP recovers at rate of 3 every 10 seconds."
Extra	"Adds 1 additional attack for the unit's Special Attack."
Relief	"Restores 10 HP after battle. Does not work when annihilated."







## One-on-One Duels

While the battle system and warfare system decide medium- and large-scale conflicts, there is a third system for small-scale conflicts. When challenged to a duel, you'll control a single character with three abilities: Attack, Defend, and Special Attack. Attacks beat Defense, Defense beats Special Attacks, and Special Attacks beat normal Attacks.

How are you to know what to do? Listen to the words of your opponent and take your best guess at their intentions. Some foes are more specific than others, but you can usually tell when they intend to Defend, and practice will teach you the difference between normal Attack and Special Attack comments. You don't have much time to figure it out, however... a ticking timer gives you only three seconds to make the decision.



# Closing ■ Final Combat Notes ■

## Gains and Losses at War

**A**t the end of combat you'll earn a prize and a bag of Potch, which is reduced for each soldier you lost on the field. In naval battles you can often find items by sinking enemy ships, so focus on eradicating the navy before accomplishing your victory conditions.

**W**arfare is not without risk for your commanders. When a unit is destroyed, it will usually retreat, but certain characters have a chance of dying on the battlefield, and should be protected or used sparingly.

## Expendable Characters

These unlucky warriors may end up beneath a headstone in your headquarters if they fall in a military battle.

- Belcoot
- Bergen
- Cathari
- Eresh
- Ernst
- Isabel
- Mathias
- Nakula
- Nikea
- Norden
- Norma
- Raven
- Zegai



# Walkthrough



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# Chapter 1 Lymsleia's Betrothal



## 1-1 LORDLAKE Wrath of the Sun

**A**fter a long introduction, your quest will commence in the not-so-distant past, as the prince tells the tale of his journey to Lordlake. The story begins at the north section of the town, near a save point.



### No Love in Lordlake

Most of the citizens of this ravaged town are holding a serious grudge against the royal family, so don't expect to seal any recruitment deals at this point. In addition to meeting Targeyl and Goesch on the street, stop in at the clinic for a tongue-lashing from Dr. Silva.



### Lordlake Treasures

ESCAPE SCROLL	Near Southern Exit
MEDICINE	Rovere Mansion
SACRIFICIAL JIZO	Rovere Mansion Dock

**Y**our primary destination is Rovere Mansion in the south section of town. Pass through two ransacked rooms and exit onto a backyard porch, and you'll see Targeyl and Goesch arguing on a nearby dock. Before you go to see what the fuss is about, continue down the dock to find a chest that contains a high-value Sacrificial Jizo item, which can be equipped to automatically resurrect a character who is killed in combat (but only once).



**L**ease the mansion and return to the central section of town. Pass between two buildings where you see the child with the hat, and you'll find Goesch and Targeyl's dock. Regardless of what you say, your party will agree to help in the quest to find a boy named Toma, who disappeared in the nearby Withered Forest.



## 1-2 Withered Forest

## The Missing Boy



### Withered Forest Treasures

MEDICINE	West Dead End
MEGA MEDICINE	East Dead End

**L**ease Lordlake through the southern gate to reach the Withered Forest. After you cross a small bridge, you'll encounter a fork in the road. Toma is to the east, but the way is barricaded, so you'll need to head west and circle around the patch of dead trees before you can reach watering hole. Search carefully at the dead ends for chest of recovery items that may be hidden in the shadows.



**W**hen you reach the pond, you'll find Toma being attacked by three Ulises. Georg should be able to take one out with a single hit, and the rest of the party can kill another by using the prince and Lyon's "Sworn Protector" Coop Attack and following it up with an attack by Sialeeds. If anyone is seriously wounded, use your Formation Skill to heal the party (this can be done once per battle).





# 1-3

SUN PALACE

## Searching for Lym



KYLE

LEVEL: 20

WEAPON

KATANA RANGE: S

RUNE

WATER RUNE

SKILLS

AGILITY (D)

MAGIC (D)

### The Prince's Room

While you're in the neighborhood, visit your own room in the upper east wing to find a save spot. The supply room next door has a few items, but nothing you'd want to equip. Sell them for cash instead.



Female Doctor

Now, either arrest me, or get the hell out.



### Sun Palace Treasures

DRESS 2F East Storage Room  
REFINED CLOTHES 2F East Storage Room



Hero

Let's go home!  
No, not yet.



Hero

Is that a Rune on Mother's forehead?  
What are the 3 Runes of Falena?

**T**hus ends the tale of Lordlake, and brings us back to the present. Your next task is to find your sister Lymleia, a quest that no one will let you give up no matter how many times you try to quit. First visit her room, in the upper floor of the west wing, where Princess Lym's maid will tell you that she has left to search for you herself.

**E**xit to the upper floor's central hallway, and ascend the spiral staircase to the Rune Room, where a scholar will explain the history of Sol-Falena's true runes (this has nothing to do with Lym, but you won't find her until you've done it).

**T**hen head downstairs to the west wing of the first floor, where you'll encounter Kyle near the Queen's Knights' room. Take him

inside, where you'll get to meet the other knights of his order. When you leave, you'll finally bump into Lymleia.



Lymleia

Oh! Brother!!

# 1-4

SENATE HALL

## The List of Applicants

**L**ym, Sialeeds, and Miakis will join your party, and somehow the girls will convince you to take them to the Senate Hall to read the list of Sacred Games applicants. To get there, exit the Sun Palace to the south, where you'll find a park laced with canals and filled with gossiping guards and bureaucrats. Search the grounds carefully for two chests, one of which contains a defense-boosting Scarf accessory.



Ferid  
They're keeping the list of applicants over at the Senate.



### Front of Sun Palace Treasures

SCARF East of Sun Palace Entrance  
MEGA MEDICINE South of Senate Hall

**Y**ou can't miss the senate—it's the only building in the area. Check in with the official in the back room of the top floor, and he'll go looking for the list. He won't return until you've visited both floors of the senate chamber and the two lower floor offices. After meeting countless bureaucrats and the deeply disturbing Barows clan, the list will be found and the office will open.



Official  
I'll send someone down to bring them back right away! If you could just wait a moment, Your Highness...?



Euram  
But, please! If you would just permit me to kiss that ever-so-lovely hand of yours, I... Ahhh!

# 1-5

SOL-FALENA

## The Girl in the Rune Shop



### Sol-Falena Treasures

MEDICINE Island West of Entrance  
MEGA MEDICINE Island Southwest of Entrance  
BANDANA Island East of Entrance

**A**fter you part ways with your aunt and sister, Kyle will suggest you head into town to mack on the beautiful stranger who bought the rune shop. This little errand is a good excuse to explore Sol-Falena, do some shopping and raid the outdoor treasure chests that have been carelessly abandoned by your subjects. (You're the prince! They should be honored you want their crap at all.)



Kyle  
Hey, let's check out that new Rune shop!





## Shops in Sol-Falena



ITEMS

MEDICINE 5	250
CHEESECAKE 6	240
SACRIFICIAL JIZO	5000
ANTITOXIN 3	150
SMELLING SALTS 3	150
ESCAPE SCROLL 3	600
SUN BADGE	30000
DAWN BADGE	20000
TWILIGHT BADGE	20000



RUNES

FIRE ORB	6000
LIGHTNING ORB	6000
WATER ORB	7000
WIND ORB	5000
EARTH ORB	4000
FLAMING ARROWS S3	900
THUNDER RUNNER S3	900
WIND OF SLEEP S3	1500



TRADING POST

SUGAR	100
SALT	48
SOYBEANS	220
VEGETABLES	520
FRUIT	1600
WHEAT	1600
RICE	2300
COFFEE	3100
TEA	5200
HANDICRAFTS	1550
SPICES	2250



ARMOR

BANDANA	50
LEATHER HAT	600
FEATHER ORNAMENT	1600
FOREHEAD GUARD	2300
FULL HELMET	3800
ROBE	750
GUARD ROBE	1800
LEATHER ARMOR	3000
BRACELET	500
WRISTBANDS	1000
GLOVES	200
LEATHER GLOVES	500
MULES	100
BOOTS	1000



BLACK-SMITH

FORGES UP TO LEVEL 3

**A**fter you part ways with your aunt and sister, Kyle will suggest you head into town to mack on the beautiful stranger who bought the rune shop. This little errand is a good excuse to explore Sol-Falena, do some shopping and raid the outdoor treasure chests that have been carelessly abandoned by your subjects. (You're the prince! They should be honored you want their crap at all.)

**T**he city of Sol-Falena is a string of eight islands strung together by thin bridges, so navigation can be difficult. To get to the rune shop, cross to an island west of the entrance, then head south to the main shopping island, and west again to the small island with the orb sign. Suikoden fans can guess at who the gorgeous new owner might be, but don't expect a satisfying answer—it's her day off.



**O**n your way out of the shop, you'll hear the sounds of a nearby fight. You can either hang back and let Kyle handle it, or insist on joining him and break it up yourself. If you pick a fight you'll end up with 6-on-3 odds, but your opponents are just drunks who can barely throw a punch, and your party should be able to beat them easily. Finish up your shopping after the brawl, then return to the Sun Palace for a night's rest.

## While Kyle is Distracted...

Kyle won't be with your party much longer, so you may want to have the guy at the rune shop unequip his Water Rune and equip it to Lyon or the prince. And as long as you're robbing him, you might as well strip off his armor too; it's a big step above Lyon and the prince's gear.



## Shopping in Sol-Falena

You should have a few thousand Potch in your pocket at this point, which can barely buy you a decent piece of armor. A better idea is to take it to the blacksmith shop (just east of the entrance to the Sun Palace Plaza) and boost the prince and Lyon's weapons to level 3.



## 1-6

STORMFIST

## Treachery at the Sacred Games

**A**nother day, another mission from mom. This time she wants you to head to Stormfist in advance of the Sacred Games, to make sure everything's on the level. As you'll soon see, she has plenty of reason for concern. Make your way to the Sol-Falena port by heading directly south from the Sun Palace, across the high bridge over the city. You'll find a ship waiting.



## Stormfist Arena Treasures

OLD BOOK 7

Stormfist Arena West Garden

DOUBLE ARM TACTIC

Stormfist Arena West Garden



**Y**our journey will be interrupted by a surprise attack from a powerful lizard creature. Pound it with Coop Attacks and don't take any chances with your health; you can heal with your formation skill, Kyle's old Water Rune, or Sialeed's Wind Rune.



**W**hen you arrive, Gizel Godwin will take you on a tour of the Stormfist Arena. From the upper floor at which you enter, step into the arena to watch a practice match between Euram and Godwin's gladiators. After the match, return to the halls, head down a floor, and enter the infirmary. Godwin won't want to let you see the gladiators in the dungeon below, but insist on speaking with them anyway.



**C**ontinue all the way down the lower hallway until you find the arena exit, then head upstairs at that point to see the royal family's luxury accommodations. Save the game in the Prince's room, and return to the ground floor to conclude the tour.



## Treasures in the Arena

Exit the Arena through the door near the infirmary to enter the west garden. The chest with the Old Book is obvious, but you can barely see the other chest near the barrels in the south.



Introduction

Basic Training

Walkthrough

Mini Games

Characters

Appendices

Art Gallery



# 1-7 STORMFIST A Stranger in the Shadows



SHOON

LEVEL: Hero's Level

WEAPON

KNUCKLES RANGE: S

RUNE

FIERCE TIGER RUNE

SKILLS

TECHNIQUE (D)

VITALITY (D)

## Shops in Stormfist



ITEMS

MEDICINE 5	250
MEGA MEDICINE 3	600
SACRIFICIAL JIZO	5000
ANTITOXIN 3	150
SMELLING SALTS 3	150
ESCAPE SCROLL 3	600
BANDAGE	50
JEWEL NECKLACE	1500
DEFENSE RING	500



RUNES

FIRE ORB	6000
LIGHTNING ORB	6000
WATER ORB	7000
WIND ORB	5000
EARTH ORB	4000
DANCING FLAMES S3	1800
BERSERK BLOW S3	1800
BREATH OF ICE S3	2100



TRADING POST

SUGAR	95
SALT	150
SOYBEANS	250
VEGETABLES	1800
FRUIT	1400
WHEAT	1500
RICE	2400
COFFEE	3300
SPICES	2350
IRON	15500



## Stormfist Treasures

MEDICINE	Southwestern New Town
MEGA MEDICINE	Southeastern New Town
BANDAGE	Southern New Town
LEATHER HAT	Southern Old Town
BRACELET	Southern Old Town

**Y**ou're now free to wander Stormfist at will, shopping at the street fair and in old town (where they have identical stock) and meeting new characters. You can't recruit anyone yet, but you can lay the groundwork by talking with Norma, Ernst and Gavaya on the main street, and Marina, who works at the inn.



**T**o progress the storyline, look for a thin alley off the main street, marked by a pair of guardsmen. When you head down the alley, Lyon and Georg will notice that you're being followed. Your pursuer only wants your help, but this is no place to talk—lead him back to the inn to hear his story.



**B**efore you enter the sewers, head back towards the Arena to reconnect with Sialeeds. Then save your game and do some shopping (you can upgrade the weapons of Georg and Sialeeds in the old part of town) before you tell Shoon you're ready to go.



ARMOR

LEATHER HELMET	4200
FULL HELMET	3800
SILK CAPE	1500
RUGGED LEATHER	7000
CHAIN MAIL	3500
IRON GLOVES	2000
BOOTS	1000
IRON BOOTS	3000



BLACKSMITH

FORGES UP TO LEVEL 3

# 1-8 AGATE PRISON Gunde's Fugitive Tunnel



Shoon  
We can get to the arena basement through here.



**S**hoon will lead you to the sewers, where you'll find a small maze of locked gates. You'll find frequent random encounters here, so you may want to put your new Double Arm formation to good use. Its positions put short range characters like Shoon closer to the action, and its formation skill lets you auto attack with a defensive boost for the turn.



## Underground Passage Treasures

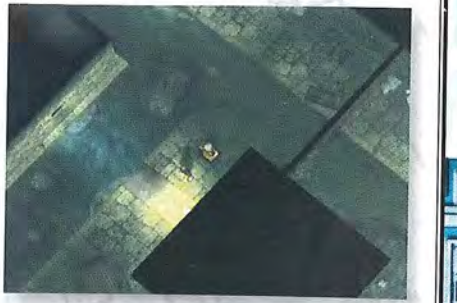
ANTITOXIN	Near Entrance
LEATHER ARMOR	At Dead End
SACRIFICIAL JIZO	North End of Maze

**N**ear the entrance, step on a red floor switch to open the first gate and reveal a chest full of Antitoxin. Head north after that, and you'll run into Egbert Aethelbald, a potential future recruit with a tenuous grip of sanity. Continue past him and through

the open gate that's the third one on your left. Continue west to a dead end with a chest (a suit of Leather Armor), then backtrack and hit a switch to unlock the gate at the north end of the maze. That one leads to a Sacrificial Jizo.



**R**eturn to the second red switch and head south, then west to a second save point. The exit is just ahead, but you'll first need to loop around to the southwest, where you'll find the switch to unlock it.





**Y**ou'll surface in the Arena cells, where a bit of investigation will reveal a hidden passage. Choose to pursue the Armes soldiers you find there, and you'll go on a merry chase that ends in the Western Woods. Use your Royal Power coop attack to damage the group and leave it to Georg, Shoon, and Lyon to finish off the wounded.



## 1-9 STORMFIST ARENA The Unknown Contestant

**A**fter the resolution of the Zegai matter, we cut straight to the opening of the Sacred Games, in which you must defeat Shoon in a one-on-one duel. These battles play out in a rock-paper-scissors format, in which Attack beats Defense, Defense beats Special Attack, and Special Attack beats Attack. Shoon won't attempt to deceive

you about his intentions, so you can take his comments on face value: "Here I come" indicates an Attack, "I'm going to give it all I got" indicates a Special, and comments that reflect a lack of confidence ("I'll have to be more careful") or invite an attack ("You come at me, too") indicate Defense.



**BELCOOT**  
**LEVEL: 19**

WEAPON	
2-HANDED SWORD	RANGE: S
RUNE	
FALCON RUNE	
SKILLS	
DEFENSE (D)	
TECHNIQUE (D)	



**Y**our part is done, but the games continue. Make your way up your room, save the game, and join your family in the stands. That's where Ferid will give you your next assignment: Get the story on the unexpectedly strong challenger named Belcoat.

## Recruitment Report No. 1

Several soon-to-be-familiar characters are in town for the tournament. You can't actually recruit anyone at this point, but you can lay the groundwork for future relationships by talking to all of the characters with names and faces (always a giveaway). In addition to Murad, who accosts you in the arena, and Nikea, who you'll run into outside, you can talk to:



### Mueller and Richard



Visit the infirmary at this point to meet two members of the Lindwurm Mercenary Brigade.

### Egbert



Egbert has surfaced, and can be found in the northeast region of the new part of town.

### Norma, Ernst, and Gavaya



These three are still hanging around on the main street.

### Dongo



When you approach the exit of the new part of town, you'll see some guards chase this dwarf away.

**Y**ou'll find Belcoat in the midst of an altercation near the inn. He'll ultimately need you to bail him out, and you'll find that Stormfist

breeds some unusually tough thugs. Repeated uses of your Royal Power coop attack should knock them out before they can wear you down. After scattering the

crowds, escort Belcoat to the inn, listen to his tale, and return to the arena to watch the next day's bouts.





# 1-10 WESTERN WOODS The Treachery Escalates



## Western Woods Treasures

GOOSE FORMATION	First Side Trail
MEGA MEDICINE	Second Side Trail
FEATHER ORNAMENT	Third Side Trail
SILENCE ORB	Fourth Side Trail

**W**hen you return to your protection detail at the inn, you'll find that Marina has been kidnapped and is being held in the Western Woods. Belcoot will rejoin you, and you should make sure to change your formation to put him on the front lines. Leave Stormfist through the gate in the southeast corner of old town, and travel a short distance to the south to find the path into the woods.



## Two More Side Trails

The side trails off of the main path are even harder to see. Heading south from the house, the first is at the farthest east point of the first bend, and the second is at the farthest west point of the second bend.



**S**ideleads will direct you to a faint trail that cuts through the woods, and there are even fainter side trails that lead to treasure chests. The first, shown here, leads to a new combat formation.



**T**he trail ends behind a house, and Belcoot will rush right in. These thugs are no tougher than they were before, and shouldn't cause much trouble for your party. A grateful Marina will join your entourage for the trip back, and she'll use the First Aid skill to heal your party after each turn of combat.



# 1-11 STORMFIST ARENA The Championship Round

**A**fter a rough night back at the inn, escort Belcoot to the arena and take your seats for the final round. The outcome will provoke a flurry of investigation—first visit the infirmary, then interview Zegai in his underground

cell. When you report your findings to your family, you'll be told that there is nothing that can be done at this point. You'll set sail for Sol-Falena the next day, but not before you have one last chance to walk the streets of Stormfist.



## Goodbyes... for the Moment

Before you leave, visit Murad in the arena infirmary and Shoon in the cell below. In town, have one last chat with Norma, Gavaya, and Egbert, then exchange farewells with Belcoot and Marina at the inn.





# 1-12 EAST PALACE Home of the Dawn Rune

**A**rshtat has a new quest waiting in Sol-Falena: Escort Lym to the East Palace, then onward to the town of Lunas. You can depart through either the east staircase in the docks or the southeast bridge out of the city. Before you do, stop in at the rune shop—Kyle's girl is back on duty.



## Stormfist Treasures

ARROWHEAD FORMATION	Western Building
SUNBEAM PIECE	Eastern Outcropping
SLEEP ORB	Eastern Pier
GLASS SLIPPER	Rear of Compound
CAPE	Rear of Compound



**T**he East Palace is a cluster of buildings devoted to the protection and research of a rune that was stolen two years ago. Talk to the researchers who are diligently guard-

ing the empty room and submit to their simple ceremony. When that's done, get some payback for all these squandered tax dollars (er, Potch) by raiding the five scattered chests. Don't miss the Arrow-

head Tactic in an outlying building and a Sleep Orb hidden at the end of the thin stone pier.



# 1-13 LUNAS Fountain of the Gods



**Y**ou can reach Lunas by cutting through the field north of East Palace. Isato, the Oracle's attendant, will meet you at the entrance and join your party. First visit Haswar in the palace carved out of the mountain face, then take the ladders down to the river

level, where a second event will occur. After that, everyone will head back upstairs to begin Lym's purification rite. You may prefer to do a bit of treasure hunting in the cavellike residences before you join them.



ISATO

LEVEL: 15

WEAPON

DAPHNE BOW RANGE: L

RUNE

GREAT HAWK RUNE

SKILLS

AGILITY (D)

BARRAGE (E)



## Lunas Treasures

JEWEL NECKLACE	Conclave Entrance
DEFENSE RING	Conclave Entrance
OLD BOOK 5	Upper Level Cave
WATER ORB	Lower Level Cave
MAGICAL PIECE	Lower Level Cave

**W**hile the ladies are enjoying their little "rite," the gents (and Lyon) will hear a noise outside. You can leave Isato to handle it himself, or you can invite yourself along and escort him up to the Lunar North Woods (just past the save

point). The path is a short one, so you'll likely face only a single battle before you run into a pair of gaudily dressed miscreants. They'll go down without a fight, and Haswar will detain them in the conclave.





# 1-14

RAFTFLEET

## The Admiral of the Feitas



### Raftfleet Treasures

THUNDER PIECE	Deck of Inn Ship
FIRE SEALING PC	North of Inn Ship
SACRIFICIAL JIZO	Platform in North
MEGA MEDICINE	Platform in North
SILVER ROBE	Deck of Ship in East
OLD BOOK 1	Dahak Upper Deck
FLOWING PIECE	Dahak Upper Deck

In the morning Lym and Miakis will be sent back to the Sun Palace, while the prince's group will be asked to escort Logg and Lun to Raftfleet, a makeshift town on the river southeast of the Dawn Palace. When you get there, follow the blue arrows to reach the mighty Dahak flagship, where you can deposit Lun and Logg in the care of Admiral Raja.

### Shops in Raftfleet



MEDICINE 5	250
SACRIFICIAL JIZO	5000
ANTITOXIN 3	150
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROPS 3	150
ESCAPE SCROLL 3	600
FISH BADGE	2900

ITEMS



BANDANA	50
RAFT TURBAN	100
ROBE	750
GUARD COAT	6500
LEATHER WRISTBANDS	1400
KIMONO SOCKS	200
SANDALS	350

ARMOR



SUGAR	55
SALT	100
SOYBEANS	60
VEGETABLES	800
FRUIT	2000
WHEAT	1900
RICE	2100
SPICES	2500
TEA	4500
GOLD AND SILVER	57000
PEARLS	75000

TRADING POST



That concludes your official business, but there's plenty more to see and do. There are seven chests in this town, and you can visit with ally-to-be Sairoh on the trade shop ship. Don't miss the shopping district (follow the red arrows) where the shops have a wide selection of new stock, the blacksmith can boost weapons to level 5, and the lady on the aft deck of the item shop ship has a free Fish Badge for you.



When you've had your fill of Raftfleet, make your way back to the Sun Palace, where Ferid and Kyle are waiting to greet you. Ferid will send you to report to Arhstat in the inner chamber beyond the audience room. Say hi to Lym, then head off to bed.



# 1-15

SUN PALACE

## Lymsleia's Fiancé



An assassin will strike later that night, but Lyon and Sialeeds will be ready. Pound him with Sword Protector attacks for the quickest victory. Then proceed downstairs, where



After a day or two of rest, your adventure resumes at Gizel Godwin's reception dinner. Chat with your new brother-in-law if you like, or just talk to Ferid when you've had enough of this farce. You'll go straight to bed, but Godwin's evening is just beginning.

Dolph and Childerich are waiting to finish you off. This is a battle you cannot win, so don't waste a lot of resources trying to stay alive. After your party has been knocked out, Kyle will come to save you.



After a series of events, Georg and Zegai will join your party. Head just a few feet to the east to uncover a secret passage out of the castle, and hightail it from the East Palace to Lunas, the only place you'll be safe. After

a night spent there, Isato will smuggle you out through the North Lunas Woods (he won't join you, no matter what you say). From the woods, your only option is to head southeast to Haud Village, the first outpost of Barows territory.



**ZEGAI**

**LEVEL:**  
Hero's Level + 4

**WEAPON**

SPEAR RANGE: M

**RUNE**

WRATH RUNE

**SKILLS**

ATTACK (D)

COMBAT TEACHER (C)



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# Chapter 2

## An Uneasy Alliance



### 2-1 HAUD VILLAGE Boz to the Rescue



#### Haud Village Treasures

BOOST PIECE	Southern Park
DRAIN PIECE	Southern Park
1000 POTCH	Southeast Corner
CROSS TACTIC	Near Armor Shop
POWER PIECE	Near Inn
WIND OF SLEEP S	Inside Inn
WINDOW SET 3	Corner of Dock

The town of Haud is a vicious assault on the senses, so squint your eyes, mute your TV, and try to get through it as quickly as possible. Talk to the villagers for as long as you can stand their attitude, then turn your attention to the seven scattered chests. The Cross Formation in the chest by the shops is an absolute must-find.



#### Shops in Haud Village

 <b>ARMOR</b>	SILVER HAT	3600
	FEATHER HAT	6600
	SLIT DRESS	1100
	SILVER ROBE	4000
	FUR CLOTHES	3500
	GLASS BANGLE	8000
	POINTY MULES	560
	GLASS SLIPPERS	1200

When you've had enough of Haud's unique charm, make your way to the bridge in the east. There you'll be met by Boz Wilde, who will prepare a ship to take you to Rainfall. (Zegai will leave your party at this point, but you can catch up with him later.) When you're ready to depart, meet Boz at the stairs to the dock near the inn.



### Potential Recruits in Haud

The people of Haud are an insufferably pretentious lot, but they may prove useful one day. The town's appraiser, Bastan, has an interesting story to tell, but to recruit him you'll need to bring in a particular

?Painting to appraise. Josephine in the southern park may have something to contribute, but she won't sully herself by talking to you in those threadbare disguises.



### 2-2 RAINWALL The Birth of a Rebellion


#### Shops in Rainwall

ITEMS	MEDICINE 5	250
	MEGA MEDICINE 3	600
	CHEESECAKE 6	240
	BAKED CHEESECAKE 6	900
	SACRIFICIAL JIZO	5000
	ANTITOXIN 3	150
	SMELLING SALTS 3	150
	COUGH DROP 3	150
	ESCAPE SCROLL 3	600
	SUN BADGE	30000
	DAWN BADGE	20000
	TWILIGHT BADGE	20000
ITEMS	SCARF	200
	JEWEL NECKLACE	1500
	DEFENSE RING	500
	TOMATO SEEDLING	500

ARMOR	FEATHER HAT	6600
	FULL HELMET	3800
	GUARD COAT	6500
	MARTIAL ARTS GARB	4800
	RING MAIL	9000
	HALF PLATE	4000
ARMOR	BRACER	2500
	GAUNTLETS	9500
	ANKLET	120
BLACK-SMITH	BOOTS	1000
	LEATHER CAPE	3000

FORGES UP TO LEVEL 5

 <b>RUNES</b>	FIRE ORB	6000
	LIGHTNING ORB	6000
	WATER ORB	7000
	WIND ORB	5000
	EARTH ORB	4000
	KITE ORB	16000
	GREAT HAWK ORB	15000
	OGRE CLUB	20000
	FLAMING ARROWS S3	900
	DANCING FLAMES S3	1800
	THUNDER RUNNER S3	900
	BERSERK BLOW SCR3	2100
BREATH OF ICE S3	2100	
WIND OF SLEEP S3	1500	
CLAY GUARDIAN S3	1200	

 TRADING POST	SUGAR	9000
	SALT	12000
	SOYBEANS	42000
	VEGETABLES	70000
	FRUIT	18000
	WHEAT	23000
	RICE	25500
	COFFEE	40000
	TEA	40000
	GOLD AND SILVER	590000
PEARLS	800000	

#### Rainwall Treasures

MEGA MEDICINE	Eastern Ridge, 1st Level
1000 POTCH	Near Item Shop, 1st Level
PROSPERITY RING	2nd Floor of Inn, 2nd Level
SILK CAPE	West House, 2nd Level
MAGIC ABSORB PIECE	East Field, 2nd Level
WIND OF SLEEP S	East House, 3rd Level
CRESCENT TACTIC	East House, 3rd Level
FORTUNE PIECE	West Field, 3rd Level





**B**oz's ship will travel straight down the river to Rainwall, a large town with four wedding cake-like tiers. You'll find a wide selection of shops and treasure chests on the first three, and the Barows family manor on the fourth. On your way up, don't miss the Prosperity Ring in the second floor of the inn — with this equipped on Lyon or the prince, you'll earn 10% more Potch in combat for the rest of the game!



## Alhazred's Mysterious Tome

You'll encounter a strange man at Rainwall's outdoor trading post. He is seeking a book known as the Tome of Elkanos, and will be mostly grateful if you can find it for him. Keep an eye out for strange books on your journey.



**W**hen you enter the Barows mansion on the fourth floor, you'll receive a warm welcome from Salum, Euram, and the lovely Luserina. But the Barows aren't giving you a free ride—the next morning they'll insist that you personally lead their forces in battle against the Godwins. You can put it off if you'd like to shop or save your game, but you'll need to accept this mission eventually.



## BATTLE

FIRST COMBAT

### CONDITIONS

#### UNITS

BAROWS 5 (500 SOLDIERS)  
GODWIN 3 (300 SOLDIERS)

#### TO WIN

NEUTRALIZE ALL ENEMY UNITS

#### PRIZES

HUNGRY WOLF TACTIC  
5000 POTCH

#### LOSE IF...

HERO IS KILLED

You'll have a significant numerical advantage in this battle, so the odds are very much in your favor. Boz will explain the basic rules of warfare (infantry beats archers, cavalry beats infantry, and archers beat cavalry), but they won't be too important on this battle, since there are no cavalry units on the field. The only way to claim an advantage is by sending an infantry unit after Godwin's archer troop.

Boz's spearmen are your best unit, and can use a one-time Charge ability to kill 20% of an enemy battalion without losing a single man. Sialeeds' archer troop will be at a constant disadvantage, but they too have a special ability — use Cyclone to damage a foe and heal the unit without risking any soldiers in battle.



## 2-3

RAFTFLEET

## A Plea for Admiral Raja

**T**he battle lines are being drawn, and the Barows forces are assembling in Rainwall. But Salum needs more soldiers, and you and Sialeeds need allies you can trust. Salum's plan is to send you to win over Raja in Raftfleet, but you may want to ask around locally first.



## Recruitment Report No. 1

The good news: You can finally begin recruiting the Stars of Destiny and building your army. The bad news: There won't be many takers. If you can handle the disappointment, you can be rejected by as many as five different characters right here in Rainwall. You'll now find MURAD and ZERASE (from the Dawn Palace) in Rainwall's main street, but they'll both turn you down flat. Three more prospects await at the Oboro Detective Agency, a floating P.I. vessel that has pulled into Rainwall's docks. It's worth a visit, but FUYO, SAGIRI and SHIGURE aren't interested.

What's a lonely rebel leader to do? The only option is north, back in (shiver) Haud Village. You can return there at any time by heading north from Rainwall, traveling on the east side of the river. When next you do, visit the previously empty house just to the left of the east entrance, where you'll be attacked by a pack of DoReMi Elves. It's only after you kill them all that their owner appears, and he won't be thrilled that you murdered his orchestra.

CORNELIO will force himself into your party and insist you capture him five new DoReMi Elves, starting with ReMiFa, the one that's prowling just outside his home. To lure it to your side, have Cornelio use his DoReMi Rune Fugue spell to capture the elf while everyone else defends. Thus begins the marshalling of the rebel army — with a belligerent composer and a pink woodland creature. Eat that, Gizell! (Note that the DoReMi elves don't even count as Stars of Destiny.)



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**CORNELIO**  
LEVEL: 8

WEAPON  
CONDUCTOR'S WAND RANGE: S  
RUNE  
DoReMi RUNE  
SKILLS  
MAGIC (D)  
PERFECT PITCH (D)

**ReMiFa**  
LEVEL: 1

WEAPON  
N/A  
RUNE  
N/A  
SKILLS  
N/A

## 2-4 LORDLAKE A Fact-Finding Mission

**K**isara suggested you visit Lordlake, and since there's nothing happening back in Rainwall, this is the time to take her advice. Logg will be happy to provide



**R**aftfleet is always on the move, and you'll now find it to the southwest of Rainwall. Visit Raja in her flagship, and she and Kisara will lay down the bad news. But this trip wasn't all for naught—as you disembark the Dahak, Kisara will appear to offer you the services of her husband and daughter. Follow the red arrow, and you'll find Logg and Lun waiting beside their ship.



transportation, and Lun will join you to provide some muscle for the long walk south to Lordlake. When you arrive, talk to Targeyl, and listen carefully to his story about the Godwins. Those who



**New Faces in Rafterleet**

Stop in at Rafterleet's inn to meet the legendary RETSO and young SHUN MIN, chefs that hardcore Suikoden fans may recall from Suikoden II's cooking mini-game. You can also meet SHINRO, Sairoh's grandson, in the item shop past Logg's ship. They seem like nice folk, but no one's offering their services yet.



**LUN**  
LEVEL: 5

WEAPON  
HARPOON RANGE: M  
RUNE  
FIRE RUNE  
SKILLS  
TECHNIQUE (D)  
PIERCE (E)

would like to linger can visit Lordlake's meager shops; otherwise, head back to Logg's boat and walk from Rafterleet back to Rainwall.



## 2-5 BASKA MINE The Long Way Round

**B**ack in Rainwall, report your failure to Lord Barows. Then, just for fun, head upstairs and check in with his deeply creepy son. Do your best not to heave upon his gentlemanly dickey.



Shops in Lordlake		
ITEMS	MEDICINE 5	250
	SACRIFICIAL JIZO	5000
	ANTITOXIN 3	150
	SMELLING SALTS 3	150
	ESCAPE SCROLL 3	600
ARMOR	ULSE BADGE	3200
	SCARF	200
	STRAW HAT	80
	POINTY HAT	200
	LEATHER HAT	600
ARMOR	PONCHO	150
	WOODEN BANGLE	2200
	GLOVES	200
	WOODEN SHOES	110
	CAPE	600



### Baska Mine Treasures

RESURRECTION PIECE	Mine Exterior
TURTLE ORB	Mine Exterior
MARTIAL ARTS GARB	First Side-Shaft
SOUND SET 4	Northeast Bend
MOTHER EARTH PIECE	Second Side-Shaft



**A**fter a night spent discussing Lady Mercus in Agate Prison, you'll awaken to find that, once again, Sialeeds and Georg have abandoned you. You don't need them

anyway—have Luserina put Cornelius and ReMiFa back in your party, then return to Rafterleet. Good ol' Logg doesn't just know how to get to Agate Prison, he knows a secret way in! After a quick



look at your target, he'll sail you to an abandoned mine that will ultimately lead you to Lady Mercus. The foes inside are tough, but with Logg and Lun filling out your party, you'll be in good shape.





LOGG

LEVEL: 5

WEAPON	
ANCHOR	RANGE: M
RUNE	
WATER RUNE	
SKILLS	
STAMINA (D)	
ATTACK (D)	

**T**he mine may look confusing, but it's actually a single path that initially heads east and then makes a U-turn to the west. None of the side-shafts are more than a screen long, so you shouldn't get lost here. If you find yourself unable to progress,



look for mine carts you can push to smash through barriers. The enemies here can be tough, so put your runes and Coop Attacks (including Logg and Lun's row-striking Dad and Daughter attack) to good use.



## 2-6 DWARF CAMP Home of the Cave Dwarves



### Dwarf Camp Treasures

1000 POTCH	Behind Blacksmith Forge
SKULLCAP	Appraiser's Shop

**B**The Baska Mine leads to a small Dwarf encampment where you can stay at an inn and buy supplies. You can also catch up with the blacksmith who was kicked out of Stormfist, Dongo. It isn't clear what he was going to do in Stormfist without a hammer, but he will prove to be a more than capable smithy if you bring the hammers you find on your journey. When you're ready to move on, exit through the northwest passage, where you'll meet an old friend of Logg's named Gunde. He'll accompany you as far as Agate Prison.





GUNDE

LEVEL: 15

WEAPON	
PICKAXE	RANGE: S
RUNE	
N/A	
SKILLS	
STAMINA (D)	
VITALITY (D)	

### Shops in the Dwarf Camp

TRADING POST	
SUGAR	85
SALT	240
SOYBEANS	980
VEGETABLES	1000
FRUIT	1950
WHEAT	2150
RICE	2700
HANDICRAFTS	2900
IRON	11000
GOLD AND SILVER	50000
ARMOR	
CIRCLLET	9900
IRON HELM	8000
BLUE JACKET	9990
SCALE MAIL	13500
PLATE ARMOR	16000
LEG GUARDS	16000

ITEMS	
MEDICINE 5	250
SACRIFICIAL JIZO	5000
ANTITOXIN 3	150
ESCAPE SCROLL 3	600
SILVER EMBLEM	2200
GOLD EMBLEM	20000
TOMATO SEEDLING	500
RUNES	
RAGE SWORD ORB	6000
THUNDER SWORD ORB	6000
FLOWING SWORD ORB	6000
CYCLONE SWORD ORB	6000
M. EARTH SWORD ORB	6000
BLACK-SMITH	
REQUIRES HAMMERS TO FORGE	

## 2-7 AGATE PRISON Gunde's Fugitive Tunnel

**T**he mines north of the camp are long and confusing, and don't contain even a single treasure chest. To reach Gunde's tunnel quickly, head straight and turn left at the second opportunity. The next time you have the chance, turn right, then continue straight and follow that tunnel all the way. When you see a dead end composed of a pile of rubble, approach it to trigger the next event.



**A**gate Prison is a single-floor, U-shaped compound, so there's no real risk of getting lost. After you pass the second office (with the Guard Ring), pause for a moment to heal your party in advance of the tough battle in the next room. Lelei and Cius lead a



group of four guards, and both (at either ends of the formation) are tougher and more skilled than normal guards. Target them exclusively with Coop and Rune Attacks so they have no opportunity to dodge or counterattack.



### Agate Prison Treasures


MILITARY UNIFORM	First Office
GUARD RING	Second Office

**A**fter the battle, both parties will realize it was all a misunderstanding, as Lelei and Cius are both loyal to Lady Mercies. They'll send you in to meet their master, and she will readily agree to take the job of tactician. Hard luck and trouble bound to be her claim to fame, but Lucretia will still be quite an asset to your rebellion.



**A**s goes Lucretia, so go Lelei and Cius. These skilled soldiers aren't heavy hitters, but both are quick and share a useful Coop Attack. Lelei also has the special Analyze skill that allows you to see useful information about lower-level enemies, such as their remaining hit points and, at higher levels, their elemental weaknesses. She can even use this ability from your entourage!





CIUS

LEVEL: 18

WEAPON	
RAPIER	RANGE: S
RUNE	
N/A	
SKILLS	
TECHNIQUE (D)	
VITALITY (D)	



LELEI

LEVEL: 19

WEAPON	
RAPIER	RANGE: S
RUNE	
VIPER RUNE	
SKILLS	
ATTACK (D)	
ANALYZE (D)	



## 2-8 RAFTFLEET War on the Feitas

**L**ead Lucretia to the prison wharf, through the door in the room between the two offices. Lelei and Cius will sneak her onto a prison ship, and set a course for Raftfleet. Escort Lucretia to the Dahak, where you'll reunite with Raja, Sialeeds, and Georg... just in time to defend the fleet from Godwin's naval forces.



### BATTLE

INTERCEPTING LUGER'S FLEET

#### CONDITIONS

##### UNITS

RAFTFLEET 7 (1000 SOLDIERS)  
LUGER'S FLEET 3 (500 SOLDIERS)

##### PRIZES

LUCK RING  
6000 POTCH

##### TO WIN

HALVE BAHRAM'S SHIP'S HP OR  
NEUTRALIZE ALL OTHERS

##### LOSE IF...

HERO'S UNIT OR THE DAHAK IS DESTROYED

You actually have some decisions to make on the unit select screen this time, since you can modify the two units composed of your party characters. All you can really do with the prince's ship is add Luserina for a stat boost, but Georg's ship can be completely transformed. By dumping Georg from the leadership position and putting Sialeeds or Cornelio in charge, you'll transform it from an combat ship to archery ship. You'll also gain access to the magical abilities of Sialeeds (Cyclone) and Cornelio (Flowing, a recovery spell).



This battle takes place on the river, but the mechanics are very similar. This time, combat ships beat rams, rams beat archery ships, and archery ships beat combat ships. With at least one of each in your fleet, you'll have plenty of opportunities to trump your foes.



**I**n addition to the cash and prizes, your naval victory will win the gratitude of Raftfleet. That means Kisara and Raja will join you as characters, and you can now recruit Shinro in the Item Shop! When you're done basking in the accolades of the townsfolk, head to the exit and you'll be transported directly to Rainwall.



KISARA	
LEVEL: 8	
WEAPON	
MOORING ROPE	RANGE: S
RUNE	
N/A	
SKILLS	
MAGIC (D)	
MAGIC DEFENSE (D)	

## The First of the Merchant Brigade

Shinro is strictly an entourage character (as Marina was) but he will come in very handy throughout the game. His special ability replaces the "drop" command with the "trade-in" command, so you can turn extra items to cash anywhere, anytime. He's also fantastic on the battlefield, where he increases by 1 the number of times his unit's special ability can be used.



## 2-9 RAINWALL Godwin's Ground Offensive

**S**alum Barows seems overjoyed by your victory, but your true allies remain suspicious of his motives. That night, the decision is made to hire the Oboro Detective Agency (currently docked in Rainwall harbor) to do some research. When you return from that errand, you'll find some good news: Kyle has found his way to Rainwall, and will now join your party permanently.



KYLE	
LEVEL: Hero's Level + 7	
WEAPON	
KATANA	RANGE: S
RUNE	
WATER RUNE	
SKILLS	
AGILITY (D)	
MAGIC (D)	





## Recruitment Report No. 2

If you're up for a bit of backtracking, you can swell your roster with two more Stars of Destiny and meet a few future recruits. The easiest to get is Josephine in Haud Village. Talk to her with Sialeeds in your party and she'll join up just to keep an eye on her sartorial nemesis.



Getting your next character won't be quite so easy. You'll have to add Cius and/or Lelei to your party and return to Raftfleet. Take a minute to say hi to Murad, who gets closer to joining you with each conversation. Next, take a boat back to the Baska Mines, and walk all the way to Agate Prison. Follow the west wall as you travel through the caves beyond the Dwarf Camp, and in the second dead end to your left you'll run into good old Egbert. You probably haven't satisfied the conditions to recruit him yet, but when you do, return here to seal the deal.



Back in Agate Prison, you'll meet a pair of prisoners you missed the first time around: Takamu, a jailed cartographer, and the less-than-grateful Sindar researcher Killey, who wants nothing to do with you. Takamu does, but he won't join until you can find his cartography gear. No trouble there; it's in the crate in the room where the tunnel joins the prison. An appreciative Takamu will then hand over the world map, which will greatly improve the auto-map when traveling on the overworld.



Hug the west wall on your way out, and you'll run into good ol' Egbert on your way out of the mines. Listen to his entire temper tantrum without fast-forwarding text—don't press the button until the yellow dot appears in the lower corner. If you're sufficiently patient, Egbert will throw his lot in with yours as well. There's one more difference you'll notice on your return trip: the boards are missing from the path to the west of the Dwarf Cave entrance, creating a direct path to the exit. Best of all, you'll find a chest inside with a Prosperity Armband!



There is a way to recruit a third character, but only temporarily. Bring Takamu to the North Lunas Woods that Isato snuck you out of, and Takamu will manage to rediscover the elf trail. On the other side you'll meet an elf named Urda, who commands you to escort her to Lunas. There you'll meet Isato again, but neither he nor Urda will rejoin you without Haswar's blessing. You'll have to return when she's back in town, much later in the game.



The rest of the day is yours, so you can shop or recruit, or go straight to bed. That night, Salum Barows will awaken you with a proposal. This is a very interesting conversation: if you say the wrong things by expressing a desire to be king and



divide Falena, you'll see a special event showing the ultimate results of your decision. And then... Game Over. So do right by Falena and tell Salum the things he doesn't want to hear.



Go downstairs in the morning to hear the report on Barows's battle preparations. Then head back upstairs where Lucretia and Georg will give you the real war briefing. When you're ready for battle, head downstairs and tell Barows.



**JOSEPHINE**  
LEVEL: 5

WEAPON  
PARASOL RANGE: S

RUNE  
RED ROSE RUNE

SKILLS  
MAGIC (D)  
INCANTATION (D)

**URDA**  
LEVEL: 15

WEAPON  
BOW RANGE: L

RUNE  
GREAT HAWK RUNE

SKILLS  
MAGIC DEFENSE (D)  
BARRAGE (D)

**BATTLE** RAINWALL DEFENSE PROGRAM: PHASE 1

**CONDITIONS**

UNITS		TO WIN	
BAROWS ARMY	6 (600 SOLDIERS)	DRAW ENEMIES TO THE SOUTHERN FOREST	
GODWIN ARMY	5 (500 SOLDIERS)		
PRIZES		LOSE IF...	
N/A		HERO IS KILLED	

Once again, there are two units you can modify on the unit selection screen. Since you already have two infantry units, you should transform Georg's unit into an Archery Unit by putting someone like Kisara in charge. Make sure both your units can use the Barrage skill repeatedly.

Lucretia's plan is not to engage Dilber's forces, but to instead head south into the forest. Plot a course that will take your units south of the mountain in the center of the map. There you'll "discover" the soldiers from Armes, giving Lucretia the excuse she needs to propose an alliance with the Godwin forces.



# BATTLE

RAINWALL DEFENSE CAMPAIGN: PHASE 2

## CONDITIONS

### UNITS

BAROWS ALLIED ARMY 8 (1000 SOLDIERS)  
SOUTHERN MTN. CORPS 4 (900 SOLDIERS)

### TO WIN

HALVE JIDAN'S FORCE'S HP OR DESTROY  
ALL OTHER UNITS

### PRIZES

GUARDIAN BOOTS  
8000 POTCH

### LOSE IF...

HERO IS KILLED

Now the true battle has begun! While it's tempting to send all of Dilber's men to their deaths (they're under your control now), the casualties will still come out of your prize purse. To claim victory without a single

allied soldier so much as skinning a knee, approach Jidan's unit with your archers (look for his picture) and use the Barrage ability until he falls below 150 HP. Victory+, indeed.

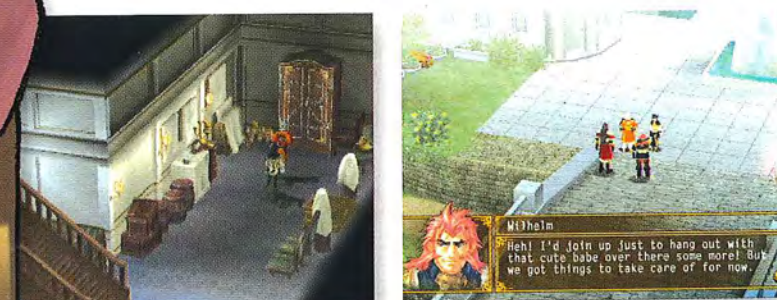


## 2-10 RAINWALL Secret of Barows Manor

**B**ack at the manor, Salum will put on a little song and dance, but it's obvious that he's hiding something. You'll find the answer in the basement of the mansion, but you'll need to beat Chuck in a duel first. He does a lot more damage than Shoon did, but is similarly honest about his intentions. After scoring a hit, he'll usually declare that he doesn't like "picking on the weak," and then Defend for the turn. Chuck uses a lot of Specials, so whenever he declares "you haven't seen the last of my strength," or "this one's for the young lady," prepare to Defend.



**T**he secret inside the not-at-all-conspicuous chain-wrapped bureau will mark the end of your alliance with the Barows. The divorce breaks down this way: Salum gets Euram, and you get everyone else, including Boz, Luserina, and even Chuck. Make your way to your new home in Raftfleet, and offer to hire Mueller and Wilhelm on your way out of town. They won't join you yet, but it's important to talk to them anyway.





Chapter 3

# Secrets of the Sindar



## 3-1 RAFTFLEET Sorting Out Lordlake

**Y**our assembled allies will regroup at Raftfleet, where talk will again turn to saving Lordlake. The whole fleet will take to the river to sail in that direction, putting you within easy walking distance of the town. All your old resources are somewhere on the Dahak, so seek out Luserina to build a party and visit Chuck to drop off unwanted items.



**M**any familiar faces await in Lordlake as well. After walking south from Raftfleet, you'll encounter Talgeyl at the entrance. He'll take you to Dr. Silva's clinic for an extended guilt trip that will clarify what Lordlake needs most. On your way out, young Toma will insist on joining to keep an eye on your progress. Take him back to the Dahak, where Lucretia will point you to your next destination: Beaver Lodge.



### Old Friends Join the Fleet

You'll meet several familiar faces on your way out of town. Gavaya (from the Sacred Games) is hanging out on the central platform, and Norden (Oboro's witness) and Norma and Ernst have all rented rooms in the inn. Oboro's ship is now docked in Raftfleet, and if you pay it a visit you'll meet more than just the detectives. After their visitor leaves, head back inside to secure their help. Finally, you'll encounter Roog and Rahal from the Dragon Cavalry on your way out of town.



## 3-2 YASHUNA VILLAGE The Path to Beaver Dam



### Yashuna Village Treasures

ARROWSTANCE TACTIC	South of Boat
PROSPERITY SANDALS	Northeast Corner of Town
MOTHER EARTH PIECE	House in Southwest
CYCLONE PIECE	House in Southeast

**T**o get to the Beaver Lodge, you'll need to have Logg take you by boat to the village of Yashuna, then travel from there through a dangerous mountain path. If you're interested in collecting DoReMi elves, bring Cornelio with you (at least in your entourage).



**Y**ashuna Village has several fine items to find, but no characters to recruit at this point. The shops have a limited selection, but the trading post offers a few interesting opportunities. With the boat offering a quick route from Yashuna to Raftfleet, you can make money selling Raftfleet salt, wheat, rice, and spices to Yashuna, and selling Yashuna vegetables back to Raftfleet.



**T**o proceed, exit Yashuna to the south, and follow the road to the southeast. You'll enter the long and winding Mountain Path, which has no treasures and no side routes but plenty

of enemies. Use your formation skills effectively, defeating single foes with Arrowhead and groups with Cross. Keep an eye out for SoLaTi, the second DoReMi elf that Cornelio can recruit.



### Shops in Yashuna Village

ARMOR	SKULLCAP	14800
	FUR CLOTHES	3500
	BONE BRACELET	4000
	JEWEL NECKLACE	1500

ITEMS	MEDICINE 5	250
	SACRIFICIAL JIZO	5000
	ANTITOXIN 3	150
	ESCAPE SCROLL 3	600
	SUN BADGE	30000
	DAWN BADGE	20000
	TWILIGHT BADGE	20000
ITEMS	FISH BADGE	2900
	ULSE BADGE	3200
	ONION SEEDLING	500

RUNES	SKUNK ORB	25000
	FLAMING ARROWS S3	900
	DANCING FLAMES S3	1800
	THUNDER RUNNER S3	900
	BERSERK BLOW SCR3	1800
	BREATH OF ICE S3	2100
	CLAY GUARDIAN S3	1200
	WIND OF SLEEP S3	1500

TRADING POST	SUGAR	80
	SALT	230
	SOYBEANS	380
	VEGETABLES	500
	FRUIT	1850
	WHEAT	2500
	RICE	2850
	COFFEE	3500
	TEA	4600
TRADING POST	HANDICRAFTS	1700
	SPICES	3100



# 3-3

BEAVER LODGE

## A Sudden Change of Plans



### Beaver Lodge Treasures

FLOWING PIECE

Fuwalafuwalu's room



MAROON

LEVEL: 13

#### WEAPON

WOOD HAMMER RANGE: M

#### RUNE

N/A

#### SKILLS

ATTACK (D)

BATH (D)

**Y**ou'll receive a chilly welcome in Beaver Lodge, but lodge chief Fuwalafuwalu and a few other beavers are willing to hear you out. You'll find them through the only human-sized door, atop the ladder in the center of the village. There you'll earn a vague

commitment of support and a beaver warrior by the name of Maroon. It seems like progress, but when Lucretia appears she'll point out that no clear solution to Lordlake's woes has presented itself. Switching to Plan B, she'll send you on a mysterious errand to Ceras Lake.



Norma  
Hey! You're that guy we met in Stormfist, right?



Maroon  
I am the one who designed that fortress and gave all the orders when it was being built. If anybody, blame me.

### Whip the Newbies into Shape

Zweig and Lorelai are both capable character who you'll have to use at various parts of the game, so you may want to add them to your party's front lines. If you decide to do so, turn around and head back through Yashuna to Raftfleet, where you can forge the weapons of your new characters and buy them new gear. The Ceras Lake Ruins is a tough dungeon, and you can't afford to drag around dead weight.



ZWEIG

LEVEL: 33

#### WEAPON

Bo RANGE: M

#### RUNE

N/A

#### SKILLS

AGILITY (D)

TREASURE HUNT (D)



Ceras Lake Ruins

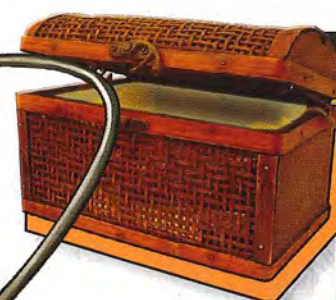
before she'll agree to join you. Her comments are a little more vague than past characters' have been, but she'll often repeat the same actions, giving you a free shot if you can remember what to do.



# 3-4

CERAS LAKE RUINS

## Relics of the Sindar

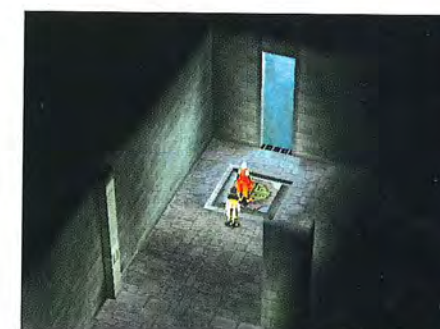


### Stormfist Treasures

WINDOW SET 2	East Wing, Southeast
TIGER TACTIC	East Wing, Northeast Switch Room
BASIC MAGIC	East Wing, East Switch Room
GUARDIAN SCARF	West Wing, Northwest Switch Room
ROBE OF DESTINY	West Wing, Southwest
OLD BOOK 2	West Wing, West Switch Room
LEATHER HAT	Southern Old Town
BRACELET	Southern Old Town

**T**he Ceras Lake Ruins are very extensive. Your goal is to pass through the door near the entrance that's blocked by a waterfall, but you'll first need to find and activate four switches to stop the flow of water. There are two switches in the wing to the east, and two in the wing to the west. Your best bet is to pick a wall and hug it until you reach a switch room or a smaller switch that opens a path to a switch room. These minor switches are small squares, while the major switches are large octagons.

**T**he enemies here are unusually difficult. The spinning Ghost Shields are heavily resistant to physical attacks, so you'll either have to blast them with magic or battle them for several turns. You may want to bring Takamu along so you can retreat from these battles when your magic runs low. But don't retreat too much; with Lorelai and Zweig's Treasure Hunt abilities, your foes will drop items at a much higher rate than usual.



LORELAI

LEVEL: 30

#### WEAPON

LEATHER WHIP RANGE: M

#### RUNE

DRAIN RUNE / LIGHTNING RUNE

#### SKILLS

TECHNIQUE (D)

TREASURE HUNT (D)





When you've hit the four switches and stopped the waterfall, you'll be able to enter the heart of the ruins. There you'll face the wrath of the Diamond Suns, a pair of floating giants who will pelt you with fire and ice spells. Focus your strongest rune and Coop

Attacks on Diamond Sun A, who is the weaker of the two. Go ahead and burn all your spells against him; Diamond Sun B is strongly resistant to magic anyway. Even if you can eliminate Diamond Sun A early, you'll be in for a long fight, so it's important to prioritize healing. Both

Diamond Suns have an area effect spell that will leave a certain percentage of your party stunned, so don't wait till the last minute to heal—your healer might not be available.



### Important Items Abound

Among the great finds here is Basic Magic, an important item that allows you to raise your characters' magic skills up to the B Rank. However, this only applies when using a character's Tutor skill—and you don't have a character with that skill yet.



BOSS			
Diamond Sun A			
TARGETS			
FRONT LINE			
HP			
3900			
STR	MAG	MDF	
150	120	80	
TEC	EVA	SPD	
250	10	75	
ACC	PDF	LUC	
300	160	70	

BOSS			
Diamond Sun B			
TARGETS			
FRONT LINE			
HP			
4500			
STR	MAG	MDF	
140	120	180	
TEC	EVA	SPD	
250	10	75	
ACC	PDF	LUC	
300	110	70	

## 3-5

RAFTFLEET

## The Hatred Fortress Offensive

As soon as you exit the ruins, you'll run into Viki, who is always a welcome sight for sore-eyed Suikoden fans. Not only will she provide free teleportation services, but she's an exceptional character in standard combat. Put a powerful rune

in her empty rune slot, and her Chain Magic ability will allow you to cast spells twice in a single turn! Viki will make herself useful immediately by warping your party back to Raftfleet, just in time for you to lead your armada against the Hatred Fortress.



### BATTLE

HATRED FORTRESS SIEGE

#### CONDITIONS

#### UNITS

RAFTFLEET	8 (1250 SOLDIERS)
GODWIN	8 (1600 SOLDIERS)

#### TO WIN

DESTROY ALL ENEMIES

#### PRIZES

THUNDER HELM  
12000 POTCH

#### LOSE IF...

HERO'S UNIT OR THE DAHAK IS DESTROYED

You have almost total freedom to customize your units before this battle, so take advantage of the chance to max out your powerful special abilities. The Dawn Rune may not do much in standard combat, but it's awesomely powerful on the battlefield, so partner your hero with Shinro so you can use it twice. You may also want to swap out a combat ship for another Rune Archery ship that will let you cast powerful spells or use the Barrage ability. Offensive spells completely trump the rock-paper-scissors rules of combat, so mage-led Rune Archery ships are useful in any situation.

in a crescent around them, attack a single ship, and lure it back to your side of the battlefield. If playing cat and mouse bores you, you can send your armada into the heart of the enemy forces and use the Dawn Rune to devastate your opponents while healing your allies. Unlike other spells, the Dawn Rune damages every enemy unit within range and heals every allied unit within range. You can claim a quick victory this way, but you'll need to work hard to protect your hero's ship.



You're outnumbered in this fight, but your opponent's passive tactics give you an advantage. Since Godwin's troops won't leave the fortress until attacked, you can set up all your units



VIKI

LEVEL: 25

#### WEAPON

WAND RANGE: M

#### RUNE

BLINKING RUNE

#### SKILLS

MAGIC (D)

CHAIN MAGIC (E)



**A**fter the battle, see Luserina to refill your party and look for Viki's mirror in the room with Chuck's storage. You can use that to



teleport directly back to Yashuna, and walk from there to the Ceras Lake Ruins. When you see the signal, head inside, recruit Lorelai again, and use your Dawn



Rune in the area where you fought the boss to release the tsunami.



## 3-6 SINDAR CASTLE The Secret of Ceras Lake

**Y**our army has a home at last! The structure in the center of Ceras Lake will serve as your permanent headquarters, where all 108 Stars of Destiny can work, play, and plan their next move. Explore the lower levels, then make your way to the top, where you'll find a room of particular



interest to Lorelai and Zweig. Soon you'll be joined by another new recruit: Zerase, the mysterious woman you first met in the East Palace. With the power of the Star Rune and the ability to train other characters in the art of magic, she'll prove to be an incredible asset to your army.



**E**xit your new home from the door on the second level (where your room is), and you'll run into Maroon and Toma outside, who will invite you to the new and improved town



of Lordlake. Talk to Viki on the ground floor—she can't send you there, but she will entrust you with the Blinking Mirror, an important item that you can use to warp back to your headquarters from



anywhere on the world map. With that in your pocket, head down to the boat launch and have Logg take you to the Beaver Dam. Lordlake is only a short walk south from there.



**ZERASE**  
**LEVEL:**  
 Hero's level +5

WEAPON	
NEEDLE	RANGE: L
RUNE	
STAR RUNE	
SKILLS	
MAGIC (D)	
TUTOR (B)	

## 3-7 LORDLAKE The Rebirth of Lordlake



### Lordlake Treasures

IRON HAMMER	Central Section East
WALL ORB	South Section East

**R**ecruiting has never been so easy! In the newly-moistened town of Lordlake, you'll immediately befriend Toma, Talgeyl, Goesch and Silva. If you take the time to savor the rebirth of Lordlake, you'll notice the

wall of debris southeast of the clinic is gone. You can now explore the east side of the town, where you'll discover chests with an Iron Hammer and Wall Orb. Take the hammer to Dongo in the Dwarf Cave, and he'll be able to forge weapons up to

level 10. The Wall Orb is harder to use, but if you stick it on a front row character with a Firefly Orb, you'll have a nearly indestructible damage sponge that will protect the whole party.

### A Chance for Redemption

On your way out of Lordlake, you'll notice Norden near the entrance. Give him a chance to redeem himself by joining your army, and he'll jump at the chance. Unfortunately, it's at this same point that Maroon will part ways with you. He won't sign his recruitment papers until later in the game.



**GOESCH**  
**LEVEL:** 18

WEAPON	
CUDGEL	RANGE: M
RUNE	
N/A	
SKILLS	
STAMINA (D)	
MOW DOWN (E)	





## Recruitment Report No. 4

Your new headquarters is pretty huge, and you'll never make rent if you can't fill it out with some new tenants. Fortunately, there are a dozen potential recruits out there who are eager for a room in the Sindar Castle.

### Recruiting in Raftfleet

You'll find Wilhelm and Mueller in Shinro's restaurant. The cook and his daughter aren't ready to join up, but the leaders of the Lindwurm Mercenary Brigade might. If you scored a resounding victory in the Hatred Fortress battle, the pair will join you on the spot. If you lost too many soldiers for Mueller's taste, you'll have to wait until after a future battle to recruit them. Until you do, you'll always find them in the inn by the most recent battlefield.



Bring Lun with you to Raftfleet, and she'll run into an old rival by the name of Subala. She's interested in joining, but only if you can beat her in a fishing contest in Ceras Lake. Don't worry if you lose—you can return to Raftfleet and challenge her until you succeed. While you're at the dock of your headquarters, talk to Muroon—he may be on the premises, but you haven't officially befriended him yet.



**SUBALA**

**LEVEL: 5**

**WEAPON**

TRIDENT RANGE: M

**RUNE**

N/A

**SKILLS**

AGILITY (D)

PIERCE (E)



**MUROON**

**LEVEL: 13**

**WEAPON**

MALLET RANGE: M

**RUNE**

N/A

**SKILLS**

MAGIC (D)

BATH (D)

Finally, there's Sairoh in the Trading Post. To win his allegiance you'll need to check the rumors at any trading post until you hear the one about salt skyrocketing in price. (Rumors change every half hour or so.) When you hear it, talk to Sairoh and accept his challenge. Use Viki and the Blinking Mirror to travel from town to town, buying salt and selling it in the Dwarf Cave, where it is valued the highest among the towns you can enter. (You can also sell any salt you've stockpiled previously.) If you can make enough money in the salt biz before prices stabilize, Sairoh will join you.



## Recruitment Report No. 4 (cont'd)

### Recruiting in the Dwarf Cave

If your eyes are sharp, you'll notice a new dwarf in town, hiding behind another dwarf on the ladder up to the surface. Zunda wants to see a human window, and if you show her one, she'll join you. Unfortunately, she's extraordinarily picky, and only one window will do. With Takamu in your party, head to the North



Woods of Lunas and from there escort Urda to Lunas. (The enemies here are insanely difficult, but with Takamu's Escape Route ability you can always retreat.) You'll find Zunda's chosen window in the Oracle's compound.

### Recruiting in Yashuna

You'll run into some familiar faces in Yashuna. Belcoot is standing outside one



inn, and Marina is looking for a job in another. (If you can't find her, leave and come back.) Offer Marina a job in your castle and both will join you.



**BELCOOT**

**LEVEL:**  
Hero's level +5

**WEAPON**

2-HANDED SWORD RANGE: S

**RUNE**

FALCON RUNE

**SKILLS**

DEFENSE (D)

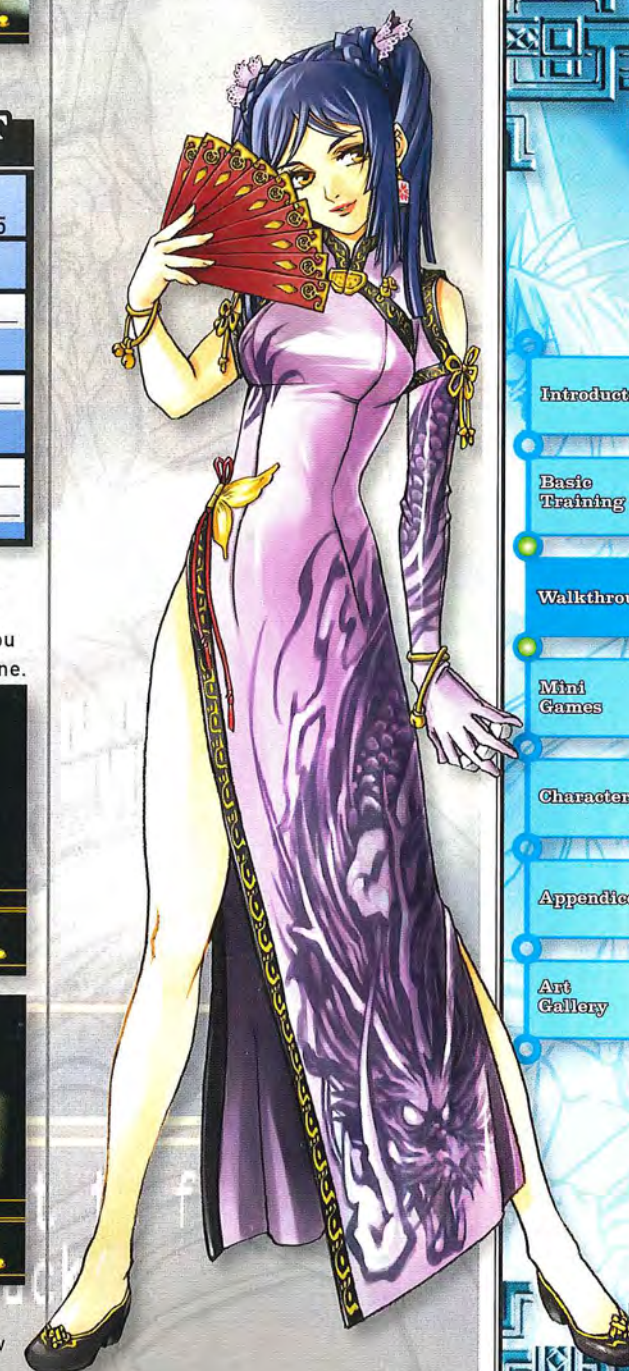
TECHNIQUE (D)

The next quest is a long one. Visit the mysterious man in the guest room of the other inn, and he'll give you a Strange Book after telling your fortune.



You're supposed to keep the book in your possession at all times, but screw that—give it to Chuck and spend the night in the inn. The next morning, Chuck

will tell you the book was glowing evilly all night long. Return to Yashuna and give it to the employee in the mysterious man's room. As you may have already guessed, this book is the one Alhazred sought. But where has he run off to?



Introduction

Basic Training

Walkthrough

Mini Games

Characters

Appendices

Art Gallery



## Recruitment Report No. 4 (cont'd)

### Recruiting in Estrise

You can reach the town of Estrise by traveling south from Haud to Rainwall, then following the road out of Rainwall to the east. There you'll find Alhazred. Tell him about the book, and he'll insist you take him back to Yashuna, where the book is in the process of consuming the mysterious man. Battle the book to the death, and it will give up the Rune



of Condemnation, a powerful source of Rune of Punishment-esque magic. You'll also win Alhazred's loyalty.



TARGETS		
FRONT LINE		
HP		
4000		
STR	MAG	MDF
130	140	200
TEC	EVA	SPD
300	50	80
ACC	PDF	LUC
300	100	65



LEVEL: 5

WEAPON

BOOK RANGE: S

RUNE

N/A

SKILLS

MAGIC (D)

MAGIC DEFENSE (D)

While you're in town, stop by the inn and play an obviously rigged game of cards with Linfa. It'll cost you 2,000 Potch, but it's the first step towards



recruiting her. She'll next turn up in Yashuna, but not for a while. Then enter the southeast building in town to talk to Sorensen, Babbage, and Lu. Recruiting these three is a long process, but if you have the time, you might as well get started.

After meeting them, follow the road west from Rainwall to the Revolving Bridge, and speak to the guard there, who will mention Babbage's name. Warp back to Estrise and ask Babbage for his help in disabling the Revolving Bridge. He'll agree to help, and Yu and Sorensen will come along for the ride. Return to the castle, and ask Logg to take you to the base of the bridge.



The bridge is a short dungeon, but it's rich in treasure. In addition to the four chests you can find (which include an Epic Skill), the enemies here may drop some interesting items. If you



## Recruitment Report No. 4 (cont'd)

have slots to spare, bring along Lorelai and Zweig to kick Babbage's Treasure Hunt ability into the stratosphere. Even after you beat the boss and take the gear, keep fighting until you get a bunch of ?Paintings. Back in Estrise, Lu and Babbage will return to their lives (for the moment), but Sorensen will join you.



LEVEL: 3

WEAPON

MECHANICAL ARM RANGE: M

RUNE

GADGET RUNE

SKILLS

STAMINA (D)

ATTACK (D)



LEVEL: 5

WEAPON

AUTO CROSSBOW RANGE: L

RUNE

MISCHIEF RUNE

SKILLS

TECHNIQUE (D)

AGILITY (D)



TARGETS

FRONT LINE

HP

3000

STR	MAG	MDF
100	75	120
TEC	EVA	SPD
200	10	50
ACC	PDF	LUC
200	135	60

### Recruiting in Haud

Take all your ? Paintings to Bastan in Haud, and he'll let you know if you found the rare Ivanov Painting. If so, he'll join you. If not, you can return to keep looking or get it from a different enemy much later in the game.



### Revolving Bridge Treasures

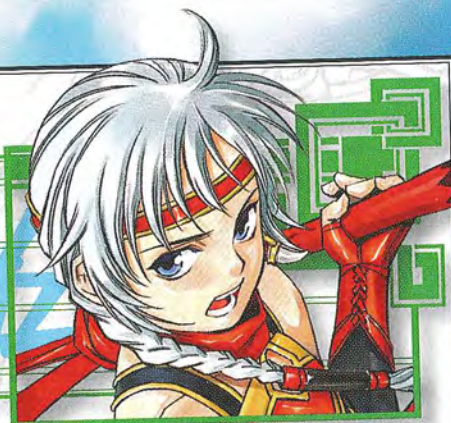
ARMOR OF GODS EPIC	Ground Floor
LIGHTNING RING	Third Floor East
EQUILIBRIUM PIECE	Third Floor West
SOUND SET 3	Fourth Floor West





# Chapter 4

## The People's Prince



### 4-1

LELCAR

### Godwin's Conscription Drive



#### Lelcar Treasures

WHITE ROSE BROOCH	Central Islet North
GUARDIAN CASQUE	Central Islet Center
TRI TACTIC	Central Islet South
SACRIFICIAL JIZO	Eastern Islet North
BASIC COMBAT	Eastern Islet Inn 2F
RAGE PIECE	Western Islet North
ANKLETS OF DESTINY	Western Islet South
RAGING LION EPIC	Orok's Mansion

#### Loot in Lelcar

Scour Lelcar carefully, since the treasures are well-hidden beneath trees and in between houses. Among the highlights is the Tri Tactic and Basic Combat, which allows you to raise your combat skills to level B. Also keep an eye out for a new epic skill in Orok's mansion.



Certain events trigger when you attempt to leave your castle via the east bridge. One is a visit from Killey (if you have Lorelai and Zweig in your party). Another is a visit from Taylor, a traveling journalist with



You'll be met in Lelcar by Wasil, who will lay out the political situation when you escort him to his home on the central islet. Then cross



a message from Lelcar. Bring him up to the war room, where Lucretia will propose a response. Tell her when you're ready to go, and she'll send you, Kyle and Lyon to Lelcar, via Logg's boat.



a bridge to the eastern islet, where you can meet Kyle's old friend Volga. When you're ready to take on Orok, visit the western islet and approach his mansion.



#### Shops in Lelcar



##### ITEMS

MEDICINE 5	250
MEGA MEDICINE 3	600
SACRIFICIAL JIZO	5000
ANTIOXIN 3	20000
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROP 3	150
ESCAPE SCROLL 3	150
BABY SALMON	2500
ONION SEEDLING	500
TOY DUCKLING	50



##### RUNES

WAKING ORB	35000
STRIKE-BACK ORB	75000
DOUBLE-EDGED ORB	150000
WIND ORB	5000
EARTH ORB	4000
FLAMING ARROWS S3	900
THUNDER RUNNER S3	900
WIND OF SLEEP S3	1500
DANCING FLAMES S3	1800
BERSERK BLOW SCR3	1800
BREATH OF ICE S3	2100
CLAY GUARDIAN S3	1200



##### TRADING POST

SUGAR	90
SALT	180
SOYBEANS	360
VEGETABLES	950
FRUIT	1400
WHEAT	1950
RICE	2600
COFFEE	3000
IRON	12000
SPICES	4000



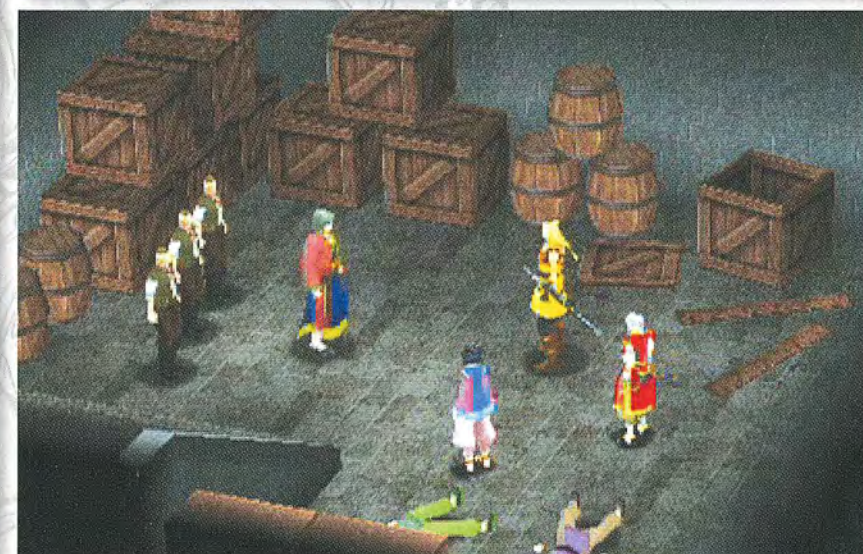
##### ARMOR

DRAGON SCALE HELM	45000
MASTER'S ROBE	45000
THUNDER LEATHER	60000
FLOWING LEATHER	83000
FLAME ARMOR	26500
GOLD BRACELET	25000
SILK GLOVES	12000
BONE HEELS	8800

The plan is to sneak into Orok's mansion by pretending to be volunteers for the Godwin army. It'll get you in the door, but Kyle's womanizing will catch up to him inside. The thugs who attack you do a lot of damage, so unload with your best moves, includ-



ing the hero's new First Ray rune magic. A similar battle awaits below, this time lead by Orok's new bodyguard, Nikea. She isn't much harder than a standard bodyguard, but there's no reason not to use your best spells for a quick victory.



#### BOSS

Nikea

#### TARGETS

##### FRONT LINE

HP

2000

STR	MAG	MDF
175	105	200
TEC	EVA	SPD
180	160	125
ACC	PDF	LUC
200	110	144



# 4-2

LELCAR

## Defending the Islets

**L**eave Orok's mansion and return to Wasil's, where Lelei will show up with some alarming news: Godwin's army is marching on Lelcar, and it's vital that you stop them. When you're ready for battle, speak with Lelei again; she'll be your strategist this time around.



### BATTLE

LELCAR CAMPAIGN

#### CONDITIONS

##### UNITS

REBEL ARMY 10 (~1200 SOLDIERS)  
GODWIN ARMY 10 (1750 SOLDIERS)

##### TO WIN

PUSH ENEMY GROUND FORCES BACK FROM LELCAR

##### PRIZES

GUARDIAN CHAIN  
15000 POTCH

##### LOSE IF...

HERO IS KILLED

Lelcar is a two-front battle, where your ground force holds the city while your navy fights off seaborn invaders. It's hard keeping track of both fronts, but you don't have much of a choice; these foes are on the offensive, and won't sit idly by until you approach them.

As usual, you'll want to heavily customize your forces. Put Zerase on a ship and pair her with Shinro or Sairoh so she can blast foes with the Star Rune twice (like the Dawn Rune, it hits every enemy within range). Make sure you have at least a couple of Rams, since they'll have the most targets. For your ground forces, replace some archery units with cavalry units, and make sure everyone has at least 2 or 3 uses of the Charge ability or short-range spells.

your starting position, which will force your foes to try to enter Lelcar through the lower bridge. Put a unit on the bridge that will trump whoever's leading the charge but be ready with reinforcements if they get in over their head. If your blocker gets stuck on the bridge or low on health, use their Charge ability or short-range spell for a painless victory that will send your foes running. Save your Dawn Rune



The Star Rune will lead you to easy victory in the sea battle, allowing you to focus on the ground war. Hold

for later in the fight, when you'll have many wounded units to heal.



**T**he battle is won, but Zahhak has more treachery in store for Lelcar. Wasil and Volga will join you as to the rush to the western islet, where Godwin's troops are setting fires. After a fixed battle, proceed straight then hang a right to find Orok. After your heroic efforts to save the town, all three will join your cause.



## Recruitment Report No. 5

### Familiar Faces Return

After the battle of Lelcar, you can recruit several new characters and advance the recruiting process of a few others. We'll start back at HQ, where you'll find Taylor hanging out outside your inn. Allow him to use the room for an interview, then follow him up to the top floor of the castle. Once again, allow him full access. You'll next catch up with him on the first floor (where your room is located), where you should agree one last time. Impressed by your respect for the free press, Taylor will join the good fight. You can read the first issue of the Dawn Times when you speak with him in the floor below.



Wondering what happened to Nikea after you crushed her in Lelcar? She ended up in the Estrise inn, where she'll challenge you to a duel if you ask her to join you. She does a lot of damage, but boy is she predictable—she actually yells the phrase "Special Attack" before she does a Special Attack.



Zegai is another face from your past, and he's finally resurfaced in the North Lunas Woods. Use Takamu to find the path, then head north past Urda to the creek where you first met Logg and Lun. Now that you've parted ways with the Barows, Zegai will rejoin you. In addition to offering his considerable military might, Zegai will open a combat training center in your headquarters.



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## Recruitment Report No. 5 (cont'd)

**NIKEA**  
LEVEL: 35  
Hero's level +5

**WEAPON**  
KNUCKLES RANGE: S  
RUNE  
BOAR RUNE  
SKILLS  
ATTACK (D)  
VITALITY (D)

open rune shop... Jeane. Ask her to join you, and she'll ask you to escort her on an item-hunting quest in the Big Hole.



Prepare a party to explore the Big Hole, and consider bringing Lorelai and Zweig along, since the later enemies drop pieces of the utterly fantastic Magic Absorb Orb. Before you reach Jeane's destination you'll pass Levi and Bergen, who won't yet join you. When Jeane opens the path to the Underground Ruins, begin by following along the wall to your left, which will lead you to the first chest and past all the dead ends. When you reach the crossroads shown in the screenshot, you can either continue left to find a pair of chests (which contain



**ZEGAI**  
LEVEL: 35  
Hero's level +5

**WEAPON**  
SPEAR RANGE: M  
RUNE  
WRATH RUNE  
SKILLS  
ATTACK (D)  
COMBAT TEACHER (B)

Lelcar and the Big Hole



Curiosity may have already led you to explore the Big Hole northwest of Rainwall, but if it hasn't, go there now and speak with the guard at the top. Then warp back to Lelcar, where you'll see signs of life in the charred western islet. Among them Mohsen (still a Godwin loyalist), Murad (maybe he'll join this time, maybe he won't), and in the still-

### Underground Ruins Treasures

ANKLETS OF DESTINY	Main Area West
DEVIL BEADS	Main Area East
PROSPERITY TUNIC	Side Passage Treasure
HOLY AMULET	Side Passage Treasure
SORCERY TACTIC	2nd Room West
MOTHER EARTH PIECE	2nd Room East
DRAGON INCENSE	3rd Room Northwest
MAGIC RING	3rd Room Northeast
MYSTIC RING	3rd Room South

the Prosperity Tunic) or head straight to a pair of smaller rooms where you'll find several nice treasures and Jeane's lost item.

## Recruitment Report No. 5 (cont'd)

**JEANE**  
LEVEL: 35

**WEAPON**  
WAND RANGE: M  
RUNE  
CHARM RUNE / LIGHTNING RUNE  
SKILLS  
MAGIC (D)  
RUNE SAGE (SS)

**Continuing Recruitment Quests**  
A few updates: Make sure to visit Yashuna and speak to Linfa during this window of time. She still won't join you, but this is a crucial step in recruiting her. Also, if you've been using Alhazred regularly and his level is within a level or two of your hero, you can take him to the Waterfall Cave southeast of Beaver Lodge to recruit Genoh. If you haven't been using Alhazred, don't sweat it; you can get Genoh easily after you recruit some higher-level old guys in the future. If Oboro et al still haven't joined you, visit them again and hope they've reconsidered.



## 4-3

SABLE

## The Imposter Prince

### Shops in Sable

ITEMS

MEDICINE 5	250
MEGA MEDICINE 3	600
SACRIFICIAL JIZO	5000
ANTIOXIN 3	150
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROP 3	150
ESCAPE SCROLL 3	600
RED RIBBON	30000
CABBAGE SEEDLING	1000
RED PEPPER SEEDLING	2000
SACRIFICIAL BUDDHA	20000

BLACK-SMITH	FORGES UP TO LEVEL 10	
	SUGAR	50
	SALT	260
	SOYBEANS	200
	VEGETABLES	630
	FRUIT	1100
	WHEAT	2350
	RICE	2050
	SPICES	3450
	IRON	14000

RUNES	FLAMING ARROWS S3	900
	DANCING FLAMES S3	1800
	THUNDER RUNNER S3	900
	BERSERK BLOW SCR3	1800
	BREATH OF ICE S3	2100
	WIND OF SLEEP S3	1500
	CLAY GUARDIAN S3	1200

ARMOR	DRAGON SCALE HELM	45000
	NINJA GARB	33000
	EARTH CHAIN MAIL	31000
	SPIKED ARMOR	38000
	SILVER BRACER	35000
	EARTH GREAVES	38000

**T**ravel east from Lordlake to a checkpoint, where the influence of your imposter will be immediately apparent. After you're attacked by Dinn's own sentinels, he and Boz will call them off and escort you safely into Sable, which is a bit farther to the east.



**DINN**  
LEVEL: 38

**WEAPON**  
NODACHI RANGE: S  
RUNE  
TITAN RUNE  
SKILLS  
ATTACK (D)  
VITALITY (D)



## Sable Treasures

FATE CONTROL EPIC	Raulbel Mansion
ELEMENTARY MAGIC	Raulbel Courtyard
SILVER HAMMER	Western Rooftop
CROWN OF DESTINY	Towards Eastern Gate
OLD BOOK 8	Atop Eastern Gate (Via Inn)

**S**able's Lord Raulbel will point you towards the Ranro Mountains, where the bandits have made their home. To get there, leave Sable the way you entered and circle around the

mountain to the northeast. Before you set off, scour the town for treasures that include the Silver Hammer and a new epic skill. There is also a potential recruit in town, but he's asleep in the upper floor

of the inn. Don't forget to visit him after every major event—he won't stick around for long after he wakes.



## 4-4 SABLE Climbing Ranro Mountain



### Ranro Mountain Treasures

PALE MOON GLOVES	1st Tier (Up First Vine)
CIRCLE TACTIC	3rd Tier (Up West Vine)
SWIFT FOOT EPIC	3rd Tier (Down East Vine)
WINDOW SET 4	5th Tier (Up East Vine)
TAIRA ARMOR	Bandit Cave (1st Room)
CYCLONE PIECE	Bandit Cave (2nd Room)
WIND RING	Bandit Cave (3rd Room)

**T**here are four great treasures on Ranro Mountain and you won't want to miss any of them. Start by climbing the vine near the save point (for Pale Moon Gloves, which should be given to whoever has the Rune of Condemnation), then return to the first

tier and take the western vine up to the second tier, and continue on to the third. The vine on the west side of the third tier leads to the exceptional Circle Tactic (its formation skills prevents your foes from attacking for a turn), and the downward vine on the east side leads to a new epic

skill. To proceed, take the upward vine on the east side, take a left, and climb another vine to the fifth tier. This time the vine to the east leads to a Window Set, and the vine to the west leads to the Bandit camp.



**A**t the top of the mountain you'll run into the bandits Feylon and Feylen and four of their henchmen. Use the Sorcery formation and pound them with some Star Rune chain magic to bring this fight to a quick end. You can then enter their treasure-filled

cave, where the prince's imposter resides through the first door on the left. After a long event scene, you'll automatically enter a somewhat tricky duel. Watch for when Roy loses his temper, a sure sign of an impending special attack.



**W**hen you spare Roy's life, Feylon will reveal who the brains behind the operation really is. Admit all three to your party, then finish looting the treasure-laden bandit cave. Use an Escape Scroll to take you to the base of the mountain, then crash for the night at Raulbel mansion. In the morning, Sialeeds will execute her plan, luring Euram and his henchmen into an

ambush with the prince, Lyon, Sialeeds, Feylon, and Feylen. With only 800 HP, Euram is no tougher than his henchmen, so pound everyone equally with formation skills or area effect spells. Feylon and Feylen's coop attack is quite effective, but it's best used as a finisher, since it will leave them unbalanced for the next turn.



**ROY**  
**LEVEL: 33**

WEAPON	
TRI-NUMBCHAKU	RANGE: M
RUNE	
N/A	
SKILLS	
AGILITY (D)	
THIEF (D)	

**FAYLEN**  
**LEVEL: 28**

WEAPON	
HUGE BOOMERANG	RANGE: L
RUNE	
N/A	
SKILLS	
AGILITY (D)	
TREASURE HUNT (D)	

**FAYLON**  
**LEVEL: 28**

WEAPON	
GIANT KNUCKLES	RANGE: S
RUNE	
N/A	
SKILLS	
STAMINA (D)	
TREASURE HUNT (D)	



# 4-5

BEAVER LODGE

## A New Godwin Offensive

**V**isit Raulbel mansion one more time, where you'll officially befriend Roy and Dinn. It's a shame about Faylon and Faylen, but you'll have a chance to recruit them (and several other characters) after you return to your castle for debriefing.

Lucretia has no new assignment for you, so retire to your room. In the middle of the night, Lyon will wake you with the news: Beaver

Lodge is burning. See Luserina about getting a party together, then have Viki teleport you to the scene (you'll end up near the mountain pass, just to the east of the lodge). The Nether Gate members that attack you at the lodge are stronger than they used to be, but they should be no trouble for a party of six. Grateful for the assistance, Maroon will rejoin your party.



**M**ake your way to Fuwalafuwalu's house, where you'll be just in time to do battle with Dolph. This time you certainly can win, and you'll find Dolph particularly vulnerable to rune and coop attacks. Realizing the debt he owes you, Fuwalafuwalu will join your party and pledge the full support of his species. Not only can you now recruit the three remaining beavers, but the shops of Beaver Lodge are now open to you.



### Shops in Beaver Lodge



ITEMS

MEDICINE 5	250
SACRIFICIAL JIZO	5000
ANTITOXIN 3	150
ESCAPE SCROLL 3	600
BLUE RIBBON	13000
BABY EEL	5000
CARROT SEEDLING	1000



ARMOR

BEAVER HAPPY COAT	80
BEAVER LEATHER	26500



TRADING POST

SUGAR	70
SALT	270
SOYBEANS	210
VEGETABLES	550
FRUIT	1750
WHEAT	2100
RICE	2000
HANDICRAFTS	2700
TEA	4800

## Recruitment Report No. 6

### Recruiting in Beaver Lodge (Maybe)

You may be able to recruit a few more beavers at this point (by talking to Meroon in Beaver Lodge, then taking her to Moroon outside Baska Caves), but this may not work yet if you've spoken to Moroon with Miroon previously. Give it a shot, but don't get discouraged if it fails—you can recruit them all easily in the next chapter. Murad is another iffy



recruit; talk to him in the remains of Beaver Lodge and this may be the day he agrees to join. (If not, he'll continue to pop up wherever innocents are suffering.)

### Past Efforts Pay Off

If you're tired of being turned down for no good reason, there are plenty of surefire recruits you can track down. If you've completed the Linfa events at both Estrise and Yashuna, you'll find her in the Raftfleet inn. Challenge her to a game, and she'll join you whether you win or lose, just so long as you show that you trust her. You can also recruit



Dongo in the Dwarf Cave if you bring him the Silver Hammer and upgrade any character's weapon to level 12.

### Recruiting in Sable

You can also recruit a few characters back in Sable. Add Roy to your party and make your way back up Ranro Mountain to visit Faylon and Faylen in the cave's treasure room. Offer to help them out, then pick up the three wooden chests full of stolen property. Return to town (feel free to use an Escape Scroll)



and hand over the stolen items to the guard in Raulbel mansion. When you leave the building, Faylon and Faylen will join the cause.

If you've recruited Oboro already, you'll find the Armes soldier in the inn is awake willing speak. Talk to him, then leave town, reenter, and talk to him again (if he says the same thing, return after the next major game event). The



next step is to find Oboro and bring him back to the inn for a nice long chat. This process will net you not only Nakula, but Sagiri as well.



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## Recruitment Report No. 6 (cont'd)

**NAKULA**  
LEVEL: 28

WEAPON  
SPEAR RANGE: M  
RUNE  
FURY RUNE  
SKILLS  
ATTACK (D)  
PIERCE (E)

of land contains a chest with a Voice Set, a save spot, and the final stone path across the river. On the far side you'll meet Richard, the final member of the



**SAGIRI**  
LEVEL: 30

WEAPON  
KUNAI RANGE: L  
RUNE  
SHRIKE RUNE  
SKILLS  
TECHNIQUE (D)  
AGILITY (D)



Lindwurm Mercenary Brigade. Listen to his tale, then warp out of the area, pay a visit to the inn at Sindar Castle, and ask Mueller about him. Retrace your steps through the Waterfall Cave, and tell Richard what Mueller said. Packing the deadly Swallow Rune, and at 10 levels higher than the Prince, Richard will prove his worth immediately.

The Waterfall Basin



### Waterfall Basin Treasures

PALE MOON BEADS	North After 1st Crossing
STONE OF LUCK	Dead-End After 2nd Crossing
RESURRECTION PIECE	Dead-End After 2nd Crossing
VOICE SET 4	Past 3rd Crossing

If you don't yet have Genoh, hold on a bit—we'll recruit him later. Instead, make sure your party is free of old guys like Alhazred and even Jeane and Zerase. Then head southeast from Beaver Lodge and cross a series of rock paths through the Waterfall Cave area. After fording the river at the first opportunity, pass up a second (unless you want to find some treasure chests) and cross further downstream. This strip



**RICHARD**  
LEVEL: Hero's level +10

WEAPON  
RAPIER RANGE: S  
RUNE  
SWALLOW RUNE  
SKILLS  
ATTACK (D)  
TECHNIQUE (D)

The Maximillian Knights  
You'll meet two members of this soon-to-be-famous knightly order the next time you visit Estrise and approach Babbage's house. Knights Isabel and Mathias will appear to save you from some thugs, but



you'll part on somewhat awkward terms. Return to the Sindar Castle, where you'll find Boz and Luserina discussing a suspicious proposal from Euram. Throw all caution to the wind by doing exactly as Euram asks and removing everyone from your party except Lyon. Warp to Haud, where he'll find you immediately.



## Recruitment Report No. 6 (cont'd)

Isabel and Mathias will quickly size up the situation and throw their lot in with yours. The four-on-six fight against Euram's thugs is pretty tough, but the knights are well stocked with items and powerful abilities. Their Coop Attack is excellent, but you're better served by having Mathias blast the foes with his

**ISABEL**  
LEVEL: 38

WEAPON  
ZWEIHANDER RANGE: S  
RUNE  
THUNDER SWORD RUNE  
SKILLS  
STAMINA (D)  
ATTACK (D)

Cyclone Rune. Use healing items and spells aggressively until you can turn the tide of combat. At the end of the battle, both knights will enlist in your army.



**MATHIAS**  
LEVEL: 38

WEAPON  
PIKE RANGE: M  
RUNE  
CYCLONE RUNE  
SKILLS  
TECHNIQUE (D)  
MOW DOWN (E)



## 4-6 ■ ESTRISE ■ Mission to the Island Nations



### Lelcar Treasures

MEGA MEDICINE	Boz's House
SILENCE ORB	Park Area
RAGE PIECE	East Docks Area
TRUE MEN TACTIC	East Docks Area
CYCLONE PIECE	North Docks Area
STONE OF STRENGTH	Behind North Docks Lighthouse

In the Sindar Castle war room, Lucretia will tell you about the impending coronation ceremony. There's nothing you can do about that, but you can intercept the

foreign dignitaries and plead your case to them first. The key figure is in Nirva Island of the Island Nations, a city you can reach by setting sail from Estrise.





## Shops in Estrise



MEDICINE 5	250
MEGA MEDICINE 3	600
SACRIFICIAL JIZO	5000
ANTIOXIN 3	150
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROP 3	150
ESCAPE SCROLL 3	600
CHEESCAKE 6	240
BAKED CHEESCAKE 6	900
YELLOW SCARF	60000
SACRIFICIAL BUDDHA	20000
SQUID	300
OCTOPUS	400

ITEMS



FLAMING ARROWS S3	900
DANCING FLAMES S3	1800
THUNDER RUNNER S3	900
BERSERK BLOW SCR3	1800
BREATH OF ICE S3	2100
WIND OF SLEEP S3	1500
CLAY GUARDIAN S3	1200
SKUNK ORB	25000
ALERT ORB	50000

RUNES

BLACK-SMITH

FORGES UP TO LEVEL 7

TRADING POST

SUGAR	65
SALT	130
SOYBEANS	260
VEGETABLES	640
FRUIT	1300
WHEAT	1800
RICE	2450
SPICES	2150
IRON	8000
HANDICRAFTS	3000
COFFEE	4000
TEA	6000
GOLD AND SILVER	55500
PEARLS	70000

ARMOR

MINAMOTO HELMET	25000
THUNDER LEATHER	60000
EARTH CHAIN MAIL	31000
FLAME ARMOR	26500
SILK GLOVES	12000
FLAME GAUNTLETS	12000
GREAVES	23500

If you've been ignoring the Recruitment Reports and haven't visited Estrise yet, you can get there by traveling east from Rainwall. Make sure to scour the town for treasures which include a new tactic and several valuable orb pieces that may allow you to assemble the first of the upper-level elemental orbs. When you're ready to set sail for Nirva, make your way to the northern docks and talk to Boz.



## 4-7

NIRVA ISLAND

## The Pirate Crisis

### Nirva Island Treasures

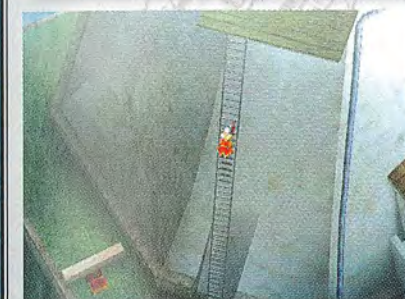


VOICE SET 3	Yard Near Inn
TOY BOAT	South of Puppet Stage
DIVINE RIGHT EPIC	Near Lighthouse
WINDOW SET 7	Near Lighthouse
STRIKING TACTIC	Lighthouse Upper Floor
STONE OF SPEED	Lighthouse Upper Floor

You'll receive a warm welcome in Nirva Island, but your hosts do seem somewhat distracted. You'll learn why when you climb the town's many tiers to reach the lighthouse area, but not before passing a concise puppet-show summary of Suikoden IV and meeting the puppeteer Chisato (who won't join no matter what you say). Finish your shopping and join Skald and Bernadette at the lighthouse.



When you climb to the lighthouse's uppermost floor, Bernadette will suggest a change of plans, and send you and Lyon to climb the ladder up



the side of the lighthouse. You'll rejoin the others there, so you'll be back to your standard party by the time you engage the pirates in battle. Focus all of your attacks on the center pirate in the back row, because he has a Water Rune and will use it to heal his party every turn.

There isn't much Skald can do to further your cause, but he will entrust you with his daughter, Bernadette. Call that a victory and set sail for home, where several surprises await.

## Shops on Nirva Island



MEDICINE 5	250
MEGA MEDICINE 3	600
SACRIFICIAL JIZO	5000
ANTIOXIN 3	150
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROP 3	150
ESCAPE SCROLL 3	600
BABY PUFFER FISH	3000
TUNA	500
EYEBALL RING	50000
SACRIFICIAL BUDDHA	20000

ITEMS



BLACK WARRIOR GARB	59000
FLOWING LEATHER	83000
SILVER CHAIN	65000
FULL PLATE	77000
SILK GLOVES	12000
ENGRAVED GAUNTLETS	26500
MAGICAL BOOTS	9800
ENGRAVED GREAVES	55000

ARMOR

BLACK-SMITH

FORGES UP TO LEVEL 10

### A Brief Window of Opportunity

For some ongoing recruitment quests, (like the detectives or Linfa) time advances after every major game event. Returning from Nirva was one such event, and what happens in your war room is another. So if you're still missing the detectives, take the opportunity to try and recruit them before you speak with Lucretia. If it doesn't work, you'll have another shot in just a few minutes.



FIRE ORB	6000
LIGHTNING ORB	6000
WATER ORB	7000
WIND ORB	5000
EARTH ORB	4000
FIREFLY ORB	25000
FURY ORB	300000
FLAMING ARROWS S3	900
THUNDER RUNNER S3	900
WIND OF SLEEP S3	1500
DANCING FLAMES S3	1800
BERSERK BLOW SCR3	1800
BREATH OF ICE S3	2100
CLAY GUARDIAN S3	1200

RUNES



SUGAR	55
SALT	110
SOYBEANS	450
VEGETABLES	540
FRUIT	1200
WHEAT	1700
RICE	3000
COFFEE	5000
IRON	13500
SPICES	2000
GOLD AND SILVER	51000
PEARLS	72000
HANDICRAFTS	2800

TRADING POST



BERNADETTE

LEVEL: 38

WEAPON

THROWING KNIFE RANGE: L

RUNE

FLOWING RUNE

SKILLS

INCANTATION (D)

MAGIC (D)



## Chapter 5

# The Tide Begins to Turn



## 5-1 SINDAR CASTLE The Coronation Ceremony

**A**fter your debriefing in the War Room, Lym's coronation ceremony will begin. At the same time, the water in Ceras Lake will begin to drain, revealing a second level of your

castle. Now there's room for many of your recruits to spread out and focus on such pursuits as farming, establishing a library, and moving the Oboro Detective Agency indoors.



**T**he added space and Falena's recent political shift are sure to be a boon for your recruitment effort, and you can now hit the streets to enlist a dozen new Stars of Destiny. When you're ready to proceed, speak to Lucretia in the war room, where she'll ask you a disturbing question. Whatever your answer, her strategy is the same: It's time to bring the battle to Godwin, and take his fortress city of Doraat.



## Recruitment Report No. 7

### More Gears for Babbage

The lowering of Ceras Lake's water level will reveal a few hidden secrets that will ultimately lead to new recruitment opportunities. The first is the gear room on the base level. Bring Sorensen to check it out, and he'll agree that Babbage should be notified immediately. Warp to Estrise (with Sorensen still in your party) and Babbage will join you. Lead both men back to the gear room, then exit your castle and come back in. When you return, the pair will have the gears up and running... Voila, you have an elevator! Babbage will officially join you soon after.



## Recruitment Report No. 7 (cont'd)

Next up is Lu. Put Sorensen into your party again, and warp back to Estrise. You'll find Lu in Babbage's house, frantically searching for a lost gear. Help her find it (in a crate by the door) and she'll join up too. Finally, the gang's back together again!



### Return to Nirva Island

There are three characters you can recruit on Nirva Island, but you'll need to make two separate trips. Bring Bernadette and sail back to Nirva, where you'll immediately stumble upon a



hostage crisis on the docks. Talk to Chisato at her puppet stage, and she'll offer to help. After the crisis is resolved, return to her usual position and ask her to join you again. You'll need to escort her to your castle personally, but she's happy to accept.



Return to Nirva (still with Bernadette) and watch a short event scene in which a soldier explains about the harbor ship armed with rune cannons. Then enter the inn, where you'll find agents Yahr and Nelis in the guest room. Go to your ship, and tell the captain you're ready to



return to Falena. Before you can leave, Yahr and Nelis will appear to hitch a ride. Your voyage will be interrupted when everyone sees a strange light coming from a ship graveyard amidst the reefs. With your permission, the Nirva Islanders will want to stop and investigate.



**Yahr**  
**LEVEL: 38**

WEAPON	
TWIN SWORDS	RANGE: S
RUNE	
ANGRY DRAGON RUNE	
SKILLS	
TECHNIQUE (D)	
MAGIC (D)	

**Nelis**  
**LEVEL: 33**

WEAPON	
THROWING KNIFE	RANGE: L
RUNE	
RAGE RUNE	
SKILLS	
MAGIC (D)	
MAGIC DEFENSE (D)	

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## Recruitment Report No. 7 (cont'd)



### Ship Graveyard Treasures

WATER RING	East of Your Ship
TAIRA ARMOR	Inside First Shipwreck
ROBE OF DESTINY	Inside Second Shipwreck
PALE MOON BOOTS	Outside Passage
BLINKING RUNE PIECE	Room in Kerzalik
WINDOW SET 8	Deck of Kerzalik

The graveyard is a maze made of interconnected shipwrecks. Finding the way through should be simple, but the enemies here can be tough. Midway through the graveyard you'll be attacked by a mutated sea creature known as Dagon.



This boss is a threat to poorly equipped characters like Yahr and Nelis, so kill it quickly with your highest-level spells.



**BOSS**

**Dagon**

#### TARGETS

FRONT LINE

HP

4500

STR	MAG	MDF
200	120	150
TEC	EVA	SPD
300	85	100
ACC	PDF	LUC
300	150	70



After passing through another shipwreck, you'll come across the ruins of a vessel known as the Kerzalik. You'll discover some surviving pirates and the missing rune cannon shells on the upper deck. After a demonstration of their power, demand the shells be destroyed to win the loyalty of Yahr and Nelis. You'll then cut back to Nirva Island, where the pair will join you formally. If you missed any treasures, you can order the Elemark captain to take you back to the ship graveyard at any time.

The Final Raftfleet Recruits Put Sialeeds, Jeane, and Nelis in your party, and head down to Raftfleet. You see, Gavaya doesn't just want to see random hotties, he wants to see a themed group of them. Those three form the "Kiss Goodbye," the first of four beauty-themed Coop Attacks, and that's enough to win Gavaya's heart.



**GAVAYA**

**LEVEL: 10**

#### WEAPON

HATCHET RANGE: S

#### RUNE

MINOTAUR RUNE

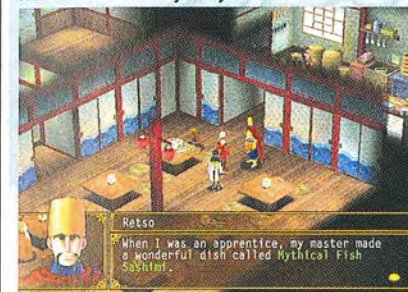
#### SKILLS

STAMINA (D)  
FREEZE (D)



## Recruitment Report No. 7 (cont'd)

While you're in the neighborhood, stop in at the inn and listen to Retso and Shun Min's tale of the Mystical Fish Sashimi. Then find Subala and do some fishing: the odds are low, but you may randomly pull up a "Strange Fish" that will be added to your key items inventory. (It could be any fish, so aim for the easier-to-catch small ones.) If you caught the right one, Subala will comment on it at the end of the fishing trip. Bring the Strange Fish to Retso, and he'll ask to see where it came from. Escort Retso and Shin Min down to Subala's dock, where both will join you.



Completing your Beaver Collection Bring Muroon to Yashuna, and take him to see his sister Miroon at the Tricolor Inn. Offer to help by leading the beavers through the door in the back to the hot spring's source. At the end of the backyard cave, you'll discover the reason, and Muroon will convince Miroon to set up her bathhouse at the Sindar Castle instead.



Now visit Meroon in Beaver Lodge, and offer to take her to see Muroon, who you can reach by having Logg row you to Baska Mine. Lead him back to Beaver Lodge, where the five beaver siblings will assemble and convince Muroon to join you.



**MIROON**

**LEVEL: 10**

#### WEAPON

MALLET RANGE: M

#### RUNE

N/A

#### SKILLS

MAGIC (D)  
BATH (D)



**MEROON**

**LEVEL: 15**

#### WEAPON

MALLET & BALL RANGE: M

#### RUNE

N/A

#### SKILLS

AGILITY (D)  
BATH (D)



**MOROON**

**LEVEL: 13**

#### WEAPON

GUITAR RANGE: S

#### RUNE

N/A

#### SKILLS

ATTACK (D)  
AGILITY (C)



# 5-2

DORAAAT  
FORTRESS

## War on Godwin's Turf

### BATTLE

DORAAAT SIEGE

#### CONDITIONS

##### UNITS

REBEL	9 (~1100 SOLDIERS)
GODWIN	10 (2500 SOLDIERS)

##### TO WIN

GET HERO TO DORAAAT

##### PRIZES

GUARDIAN SCARF  
18000 POTCH

##### LOSE IF...

HERO'S UNIT OR THE DAHAK IS DESTROYED

Forget about the old rock-paper-scissors system of naval combat. The new system works like this: Beaver smashes rock, beaver shreds paper, and beaver breaks scissors. In other words, they're strong against everything. So put together two full units of beavers (make sure each has a healing ability) and make your third discretionary ship an archery ship that's stocked with the maximum possible uses of Barrage and Recover. On the ground unit side, make at least two cavalry units and, just for fun, try out a Babbage/Sorensen ballista unit.



There's no point even beginning the land war until all the enemy ships are sunk, since it would divide your attention needlessly. Instead send the beaver brigade to tear apart the enemy navy, supported with barrages from your archery ships. If the beavers are still in good shape afterward, they can come on land and act as weak infantry units, but your other army should have the ground war covered.

In the meantime, Taylor and Oboro will continue their hearts and minds campaign inside Doraat, eliminating the second enemy unit in Doraat.



When you're ready, send your cavalry to rip through the enemy soldiers outside of Doraat while you pelt everyone with a catapult (with Babbage and Sorensen, you can use it four times). Don't worry about chasing down every last enemy, since this battle will end when the Prince's unit sets foot inside of Doraat, regardless of what tricks Alenia pulls.



**A**fter entering Doraat, you return to standard control of the Prince and Lyon, and Zerase will also force herself into your group. Luserina is there to let you fill out your party, and you should pick your strongest characters to accompany you. Since you won't have an opportunity to save, this is no time to be breaking in the B-team.



**I**t's also no time to go treasure-hunting—Doraat will be yours soon enough, and you can get all the loot you want without fear of random encounters then. Simply proceed straight through the doors, and down Doraat's main street. (If you're wondering, the shop doors are open, but no one's home.)



Heal up your party before you enter the fortress at the end of the road, because Alenia is waiting just through the door.



She bears the Twilight Rune, but can only use its lower-level spells. She'll probably cast Evening Dusk to put your characters to sleep, but you can erase that with the hero's Time of Awakening spell. Begin the battle with powerful spells of your own to wipe out Alenia's men (using the Sorcery tactic formation skill to cast Comet twice will do nicely), then pound Alenia herself with Co-Op Attacks.

**L**eave the room through the doors to your right, head up the staircase and then down the steps on the other side. You'll find the door out of the fortress guarded by Miakis, who will challenge the Prince in a one-on-one dual. Fortunately, Miakis doesn't seem to want to win, and will often tell you exactly what you need to do to beat her. For example, if she asks you

to show how good you've gotten, attack her. More vague comments like "I'm going to get serious," or "what do you think of this?" usually suggest an impending Special Attack. Her half-hearted defense will buy Alenia enough time to escape, but at least you'll manage to smack some sense into Miakis, and she'll join your party after the fight.



MIAKIS

LEVEL: 45

#### WEAPON

DUAL DAGGERS RANGE: S

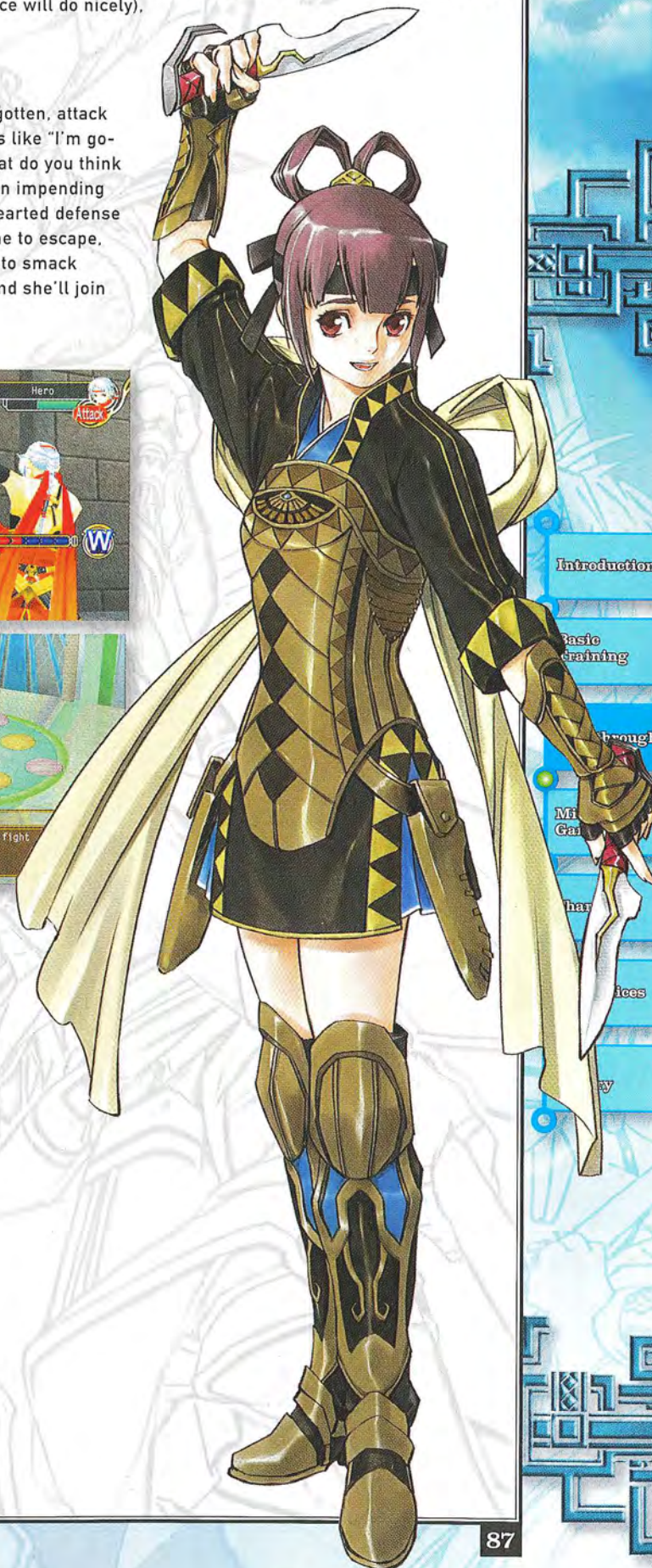
#### RUNE

SILENCE RUNE / SHIELD RUNE

#### SKILLS

MAGIC (D)

TECHNIQUE (D)



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ay



# 5-3 DORAAT FORTRESS The Guardian of True Runes



## Doraat Fortress Treasures

QUAD TACTIC	East of Entrance (on Stairs)
WINDOW SET 6	Northeast Corner (at Dead-End)
PALE GATE PIECE	North of Garden
PALE MOON CASQUE	North of Garden
CRANE WING TACTIC	South of Garden
FLAME RING	South of Garden
GUARDIAN CHAIN	Fortress 1F West
TRIPLE HARMONY EPIC	Fortress 1F East
BLINKING RUNE PIECE	Fortress 1F East

**T**he consensus in the War Room is clear: it's time to get some answers out of Zerese. Return to the top floor room that she's so fond of, and you'll receive answers of a different sort from an unexpected guest. As usual, Leknaat will leave the massive rock o' destiny as her parting gift, allowing you to see how many stars you've recruited.



**S**everal more cut scenes will ensue, including Georg's return and departure, and a cut to Sol-Falena. These events will send the key strategists scurrying to the War Room, but there's no rush in joining them. This is a good time to etch a few more names in the rock, and go treasure hunting. Viki can take you back to Doraat, where you'll find nine chests scattered in the town and fortress.

## Recruiting in Doraat

If you haven't yet recruited Murad, Mueller, and Wilhelm, you'll find them here in Doraat. The only other character of interest is Mohsen, who has a new armor shop up and running. He professes loyalty to Godwin, but you can prove that you're a better customer by merely spending 50,000 Potch at his shop. After dropping that kind of cash, he'll be happy to move his shop to the Sindar Castle.



## Shops in Doraat Fortress

ITEMS	MEDICINE 5	250
	SACRIFICIAL JIZO	5000
	ANTITOXIN 3	150
	MEGA MEDICINE 3	600
	SACRIFICIAL BUDDHA	20000
ARMOR	SMELLING SALTS 3	150
	COUGH DROP 3	150
	BLACK WARRIOR GARB	59000
	FLOWING LEATHER	83000
	SILVER CHAIN	65000
	FULL PLATE	77000
	SILK GLOVES	12000
	ENGRAVED GAUNTLETS	26500
	MAGICAL BOOTS	9800
	ENGRAVED GREAVES	55000

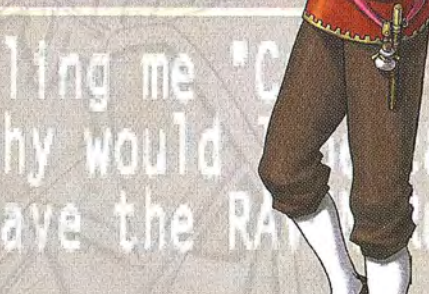


## Recruitment Report No. 8

**The Mysterious "Crow"**  
Now that Oboro and Taylor are back in town, you can put them to work solving a strange theft in Sable. Talk to Solis in his usual mansion, and he should tell you about the theft of his family tree. Take that news to Oboro, who will immediately propose a trap. First you'll need bait, and only one member of your army has a family tree to tempt the thief: Egbert Aethelbald. Collect it from him in the castle's inn, and give it to Oboro. He'll have Taylor plant a story in the paper; read the "Special Issue" to see it.



Stay the night at your castle's inn, where you'll be awakened by Oboro. He has cornered the thief in Chuck's Storage Room, but while you can run around trying to catch him, it's hard to catch what you can't see. Fortunately, Shigure has a plan to help you out. Raven will reveal himself, and he'll be transferred to a temporary prison in the base level of the tower topped by the inn. Ask him to join you repeatedly (you may need to leave and come back) and have Oboro beg him if you have to. Believe it or not, Raven is actually worth it; his Raven Rune makes him completely immune to physical attacks in dungeon areas.



**RAVEN**  
**LEVEL: 15**

**WEAPON**  
 CLAW RANGE: S

**RUNE**  
 RAVEN RUNE

**SKILLS**  
 AGILITY (D)  
 THIEF (D)

**Levi and Those Who Seek Him**  
You can't unleash the power of the Twilight Rune and Star Rune without attracting the attention of Falena's rune scholars. Even deep in the Big Hole west of Rainwall, Levi has sensed the rune's powers and has had a change of heart



about joining you. This master wizard will bring his apprentice Bergen along for the ride, giving you two for the price of one.

**LEVI**  
**LEVEL: 4**  
 Hero's level +3

**WEAPON**  
 STAFF RANGE: M

**RUNE**  
 PALE GATE RUNE / MOTHER EARTH RUNE

**SKILLS**  
 MAGIC (D)  
 TUTOR (A)



## Recruitment Report No. 8 (cont'd)



BERGEN

LEVEL: 5

WEAPON

SHOVEL RANGE: S

RUNE

N/A

SKILLS

AGILITY (D)

TREASURE HUNT (B)



ERNST

LEVEL: 10

WEAPON

CLAWS RANGE: S

RUNE

PALE BEAST RUNE

SKILLS

STAMINA (D)

ATTACK (D)



GENOH

LEVEL: 35

WEAPON

TACKLE RANGE: S

RUNE

PARENT TURTLE RUNE

SKILLS

STAMINA (D)

DEFENSE (D)

But wait, there's more! Where have you heard of a "master wizard" before? If you haven't heard it from Norma and Ernst, then leave Levi at home and talk with them in the Raftfleet Inn. If you have, bring Levi with you and he'll convince the pair to join him at your castle while he researches a cure for Ernst's woes. In the meantime, they'll earn their keep as your army's newest recruits.



### The Two Giants

Levi's powers of persuasion can be used to sway two more characters. The first is Genoh, the giant turtle that lives at the end of the Waterfall Basin (southeast of Beaver Lodge). Since Levi is already a higher level than the hero, he'll easily meet the requirement that you bring an elderly character whose level is within 95% of the hero's.



Genoh is one of two oversized characters, and the other can now be recruited with the help of either Levi or Genoh. Leave your castle via the bridge that connects to the Ceras Lake Ruins, where you may be attacked by a giant snake named Byakuren. Defeat her, and the wizard or turtle will convince her to join you (Genoh can talk her into it even if he isn't your party). If you've already fought Byakuren and she does not appear again, don't worry. After she



strikes, a counter starts ticking, and she'll strike again after you've recruited a total of 20 new characters.



BYAKUREN

LEVEL:

Hero's level +5

WEAPON

TACKLE RANGE: S

RUNE

N/A

SKILLS

ATTACK (D)

FREEZE (D)



NORMA

LEVEL: 10

WEAPON

BATON RANGE: S

RUNE

N/A

SKILLS

MAGIC (D)

POTCH FINDER (D)

## 5-4

SINDAR CASTLE

## The Three-Pronged Assault



BATTLE

NEW QUEEN'S CAMPAIGN

### CONDITIONS

#### UNITS

REBEL 10 (~1100 SOLDIERS)  
GODWIN 10 (2300 SOLDIERS)

#### TO WIN

GET ROY'S UNIT TO LYMSLEIA'S POSITION

#### PRIZES

SPUN SILVER ARMOR  
20000 POTCH

#### LOSE IF...

ROY'S UNIT IS DESTROYED

Your aggressive recruitment will pay off here, since you have ten units to fill and many of your main characters (the ones you placed in the combat rosters) are unable to participate. This is a difficult battle, and you may lose units in as little as a single attack, so avoid using characters who can be killed permanently in battle. (You can find a list of perishable character in the training section of this book.) Aim for an even mix of cavalry, archery and infantry units, and try to give each unit a few uses of Charge or a spell so that they'll be able to get out of an unfavorable combat situation. Skip the beavers this time; they're useless in this all-land battle.



Zahhak, Alenia, and Lym's units will hold their positions at the far end of the map. You don't need to defeat them to win, you merely need to bring Roy's unit within a few squares of them. Attack the nearest enemy units with Barrages, Charge abilities or spells to drive them back, then send Roy in, targeting Lym. The picture here will show how close he needs to be to end the battle.



The enemy units will march halfway across the battlefield, and then hold their position. They split into groups of three, so you can either split into two groups of five and send them to either side of the lake, or concentrate all your forces on one side and ignore the other entirely. Note that many units hold items, but unless you're desperate to get them, there's no point trying to kill everyone.

When you return to the war room you'll be told of Lym's plans, and Lucretia will devise a complicated response. After a military battle, three groups will attack the enemy camp: One lead by Roy and Zerase, one lead by Kyle, and one that contains the Prince, Lyon, Miakis, and Sialeeds. All three groups will battle an equally challenging boss, so make sure to divide your best characters among them and that each group has a high-level mage (or two characters that can use unite magic) to wipe out the boss's henchmen. You will not have a chance to change the order of these rosters, so place your characters accordingly! It's bad enough Zerase will be stuck in front; you don't want a bunch of short-range characters in your back row as well.

After choosing your rosters, you'll have some time to survey your castle and talk to the remaining characters. When you're ready to begin the fight, speak with the maid outside your door and tell her you're ready for bed.



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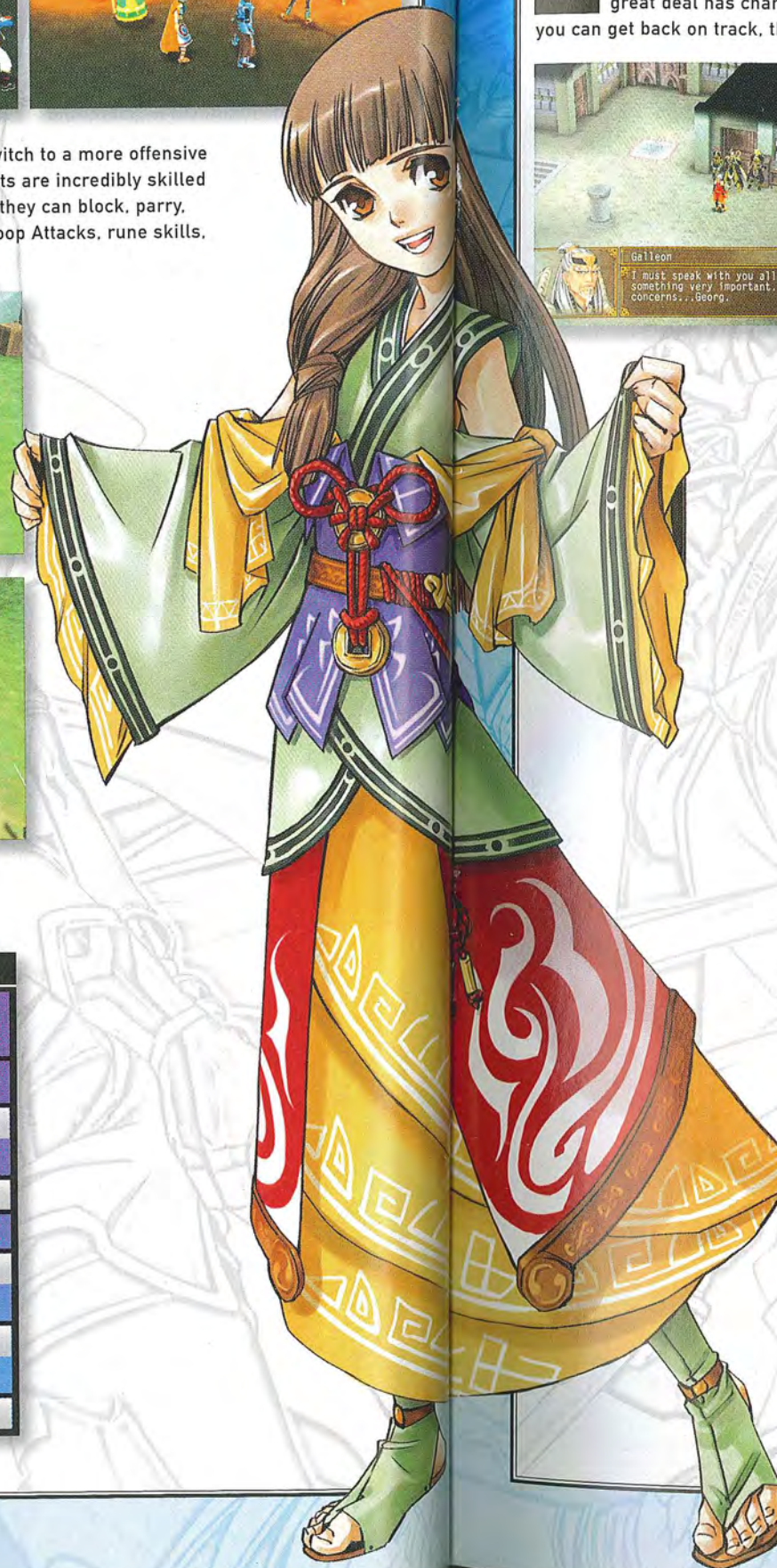
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**W**hen the battle ends, each of your three rosters will face a boss: Zahhak, Alenia, and Galleon. Each has five henchmen and roughly similar stats, so you can use the same strategy against all three. First, twist into a defensive formation (particularly important for Roy's group, to protect Zerese) while you blow away the henchmen with your very best area-effect spells.

**N**ext, if you have short-range characters stuck in the middle or back rows, switch to a more offensive formation like True Men, and begin focusing on the boss. The Queen's Knights are incredibly skilled warriors, and attacking them with melee weapons is almost self-defeating; they can block, parry, and counter almost every direct attack. Instead pelt them with long-range attacks, Coop Attacks, rune skills, and spells. Characters who don't have access to these things should merely defend.



BOSS			
			
Alenia			
TARGETS			
FRONT ROW			
HP			
2700			
STR	MAG	MDF	
230	100	350	
TEC	EVA	SPD	
200	80	110	
ACC	PDF	LUC	
200	150	176	

BOSS			
			
Zahhak			
TARGETS			
FRONT ROW			
HP			
2500			
STR	MAG	MDF	
230	147	300	
TEC	EVA	SPD	
220	80	110	
ACC	PDF	LUC	
250	180	88	

BOSS			
			
Galleon			
TARGETS			
MIDDLE ROW			
HP			
2800			
STR	MAG	MDF	
240	147	320	
TEC	EVA	SPD	
220	100	110	
ACC	PDF	LUC	
250	220	88	

## 5-5

SINDAR CASTLE

## Picking up the Pieces

**Y**our attempt at ending the war in one fell swoop has failed, and a great deal has changed. Before you can get back on track, there are sev-

eral loose ends to tie up. After the series of event scenes, return to your room where Galleon has a story to tell. Then visit Lyon in the infirmary, and get Silva's

diagnosis. You'll be sent to visit Zerese in the top floor of the castle, but it's Zweig who has the plan: Enhance your rune at the Twilight Forest.



**T**ake his plan to Lucretia, who will insist you also visit Sauronix Castle to secure the aid of the Dragon Cavalry. But before you can leave the castle, head outside and move towards the east exit, where Galleon is preparing to depart. An old friend will appear to talk him out of it, and he'll join your army.



GALLEON	
	
LEVEL: 46	
WEAPON	
HALBERD	RANGE: M
RUNE	
KNIGHT'S RUNE	
SKILLS	
STAMINA (D)	
Mow Down (E)	



## Recruitment Report No. 9

### Haswar's Homecoming

The Coronation Ceremony is over, and Haswar is back in Lunas. You know what that means: It's time to put Takamu in your party and reenter the North Lunas Woods. Escort Urda to see Isato and Haswar, then escort all three of them out of the forest. Haswar won't leave you, Isato won't leave Haswar, and Urda won't leave Isato. So all three have no choice but to join your army.



Return to the Underground Ruins. Eresh has the most difficult recruitment quest in the game, so you may want to wait a bit before you challenge this one. (Or you may want to skip it entirely, since you can get 108 Stars of Destiny without her.) Those who are up for the challenge will find Eresh waiting outside the Underground Ruins in the Big Hole west of Rainwall. Make sure to bring Jeane, or she won't have much to say.



**ERESH**

**LEVEL 30**

**WEAPON**

SCEPTER      RANGE: M

**RUNE**

PALE GATE RUNE / RESURRECTION RUNE

**SKILLS**

MAGIC (C)

TUTOR (A)

Accept her request of assistance, and lead her back through the ruins via the same path you took with Jeane. At the end you'll find an open pit that leads to three additional floors of the dungeon. They aren't hard to navigate, but the



high-level enemy encounters will be a challenge. Fortunately, Eresh can help somewhat; her Resurrection Rune is fantastic against these foes, and will help keep your own party alive.

### Underground Ruins B1-B3 Treasures

DARK AMULET	First B1 Side Passage
PALE GATE PIECE	Second B1 Side Passage
VOICE SET 5	Third B1 Side Passage
STONE OF MAGIC	Fourth B1 Side Passage
WINDSPUN RING	First B2 Side Passage
RESURRECTION PIECE	Second B2 Side Passage
IMMORTAL MEDICINE	Third B2 Side Passage
BLINKING RUNE PIECE	Fourth B2 Side Passage
OLD BOOK 4	First B3 Side Passage
FOG ROBE	Second B3 Side Passage
ARMES ARMOR	Third B3 Side Passage
PROSPERITY HAT	Fourth B3 Side Passage

## Recruitment Report No. 9 (cont'd)

You'll find four chests on each of the floors, at each of the short dead ends that extend from the main path. Keep your HP up—you never know when you'll run into a unicorn that will devastate the party with high-level Lightning magic. It's tempting to use Escape Route to flee from these fights, but you need the experience. If you aren't all in the mid 40's, you'll have no chance against the boss.



Boss Shepcesska is at the end of level B3, just past the save point. He has two attacks: A Lightning spell that heavily damages the whole party, and may stun some, and a spinning physical attack that will almost surely be fatal unless you defend. Fortunately he will only attack characters in row order, so use a formation that puts only a single character in the front row. Have that front row character defend while others



heal him or her each turn. If you have the Mother Earth Rune, use it to protect the party from the lightning spell. This boss has strong defensive scores, so you're in for a long fight whether you use physical or magical attacks. If you can claim victory, the boss will drop the Sacred Oath Epic Skill and Eresh will join your party.

**BOSS**

**Shepcesska**

**TARGETS**

FRONT ROW

HP

8000

STR	MAG	MDF
270	250	350
TEC	EVA	SPD
300	80	130
ACC	PDF	LUC
300	220	81

## 5-6

### PORT SPINACKS

## The Towns Downriver

### Port Spinacks Treasures

RAGE PIECE	Northeast Corner
STONE OF SKILL	Northeast Corner
PALE MOON BOOTS	Northwest Corner
THUNDER HELM	Northwest Corner

### Hershville Naval Base Treasures

INTERMEDIATE MAGIC	Outside Admin. Bldg.
BLINKING RUNE PIECE	Outside Admin. Bldg.
VOICE SET 2	Inside Admin. Bldg. 2F
THUNDER PIECE	Inside Admin. Bldg. 2F



**T**alk to Logg to arrange a boat ride to Port Spinacks, the closest town to Sauronix Castle. Here you can buy a few excellent pieces of armor, learn some interesting information about the region, and recruit a new character. After a townspeople tells you about the Hershville Naval Base, you can ask the captain of the ship that brought you to sail you onward to that small town. If you prefer to get on with your quest, exit Port Spinacks to the east and follow the path south to Sauronix Castle.

## Shops in Port Spinacks & Hershville

Port Spinacks	
HORN HELM	42000
THUNDER GOD'S HELM	85000
THUNDER GOD'S ARMOR	132000
IRON FISTS	42000
GOLD MULES	11800
CYCLONE BOOTS	39000
CHEF'S BERET	27000
SILVER WHITE ROBE	75000
TAI CHI GARB	125000
MAGIC BRACELET	40000

Hershville	
MEDICINE 5	250
MEGA MEDICINE 3	600
SACRIFICIAL JIZO	5000
SACRIFICIAL BUDDHA	20000
ANTITOXIN 3	150
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROPS 3	150
ESCAPE SCROLL 3	600
WHITE ROSE BROOCH	38000
PROSPERITY RING	52000

Port Spinacks ONLY	
KILLER ORB	300000
GALE ORB	300000
FLAMING ARROWS S3	900
DANCING FLAMES S3	1800
THUNDER RUNNER S3	900
BERSERK BLOW SCR3	1800
BREATH OF ICE S3	2100
WIND OF SLEEP S3	1500
CLAY GUARDIAN S3	1200

\* Port Spinacks ONLY \*\* Hershville ONLY



**H**ershville Naval Base may be Godwin territory, but it's well worth a trip. The Intermediate Magic item you find will allow you to boost your magic skills to rank S, and you can meet two characters you'll be able to recruit soon. The first is Haleth in the Administration building, although he won't be interested in talking to you at this point. The other is Cathari, who is a bit more responsive.



**CATHARI**  
LEVEL: 40

**WEAPON**  
GUN RANGE: L

**RUNE**  
GODSPEED RUNE

**SKILLS**  
TECHNIQUE (D)  
AGILITY (D)



**HAZUKI**  
LEVEL: 40

**WEAPON**  
KATANA RANGE: S

**RUNE**  
SICKLE RUNE

**SKILLS**  
ATTACK (D)  
TECHNIQUE (D)

**Belcoot's Arch-Nemesis**  
If you don't have Belcoot in your party, you'll run into the swordswoman Hazuki on the east side of Port Spinacks. Warp back to HQ, add Belcoot to your party, and bring him to talk to her. Belcoot will have no trouble convincing her to join your army.



## A Traveler from Harmonia

You'll meet Cathari near the northern exit of Hershville. You won't be able to help her no matter what you do, but she'll appreciate your trying. Return to Port Spinacks, where you'll encounter her again. She won't tell you much about herself, so you'll have to take a leap of faith and agree to lead her to Lucretia.



## 5-7 SAURONIX CASTLE Home of the Dragon Cavalry



### Sauronix Castle Treasures

ELEMENTARY COMBAT	Home in Town
OLD BOOK 12	North Block of Town
SOUND SET 5	Home in Town
STONE OF EVASION	Home in Town
DRAGONHORSE CHOKER	Outside Castle
THUNDER PIECE	Castle Entryway
FLOWING PIECE	Port Upper Level
WHITE ROSE BROOCH	Cliff Overlook
UNTOLD CLARITY EPIC	Cliff Overlook

## Shops in Sauronix Castle

ITEMS	
MEDICINE 5	250
MEGA MEDICINE 3	600
BAKED CHEESECAKE 6	900
RARE CHEESECAKE	3000
SACRIFICIAL JIZO	5000
SACRIFICIAL BUDDHA	20000
ANTITOXIN 3	150
SMELLING SALTS 3	150
COUGH DROP 3	150
EYE DROP 3	150
ESCAPE SCROLL 3	600
SILVER WHITE EMBLEM	44000
BABY STURGEON	10000

RUNES	
MULTI-STRIKE ORB	300000
FLAMING ARROWS S3	900
DANCING FLAMES S3	1800
THUNDER RUNNER S3	900
BERSERK BLOW SCR3	1800
BREATH OF ICE S3	2100
WIND OF SLEEP S3	1500
CLAY GUARDIAN S3	1200

BLACK SMITH	
FORGES UP TO LEVEL 12	
SUGAR	70
SALT	280
SOYBEANS	500
VEGETABLES	900
FRUIT	1000
WHEAT	2400
RICE	2900
HANDICRAFTS	2400
SPICES	3800
TEA	4500

ARMOR	
FLAME HELMET	60000
FIRE DRAGON ARMOR	120000
SILVER WHITE BANGLE	42000
CHAIN MAIL GLOVES	35000
SILVER BOOTS	27000
POWER BELT	30000

**S**auronix Castle is composed of four distinct areas. You'll enter in the town, where there are a handful of items to find, including—finally—Elementary Combat. With this important item Zegai can train your skills up to rank A, which will let you meet the prerequisites to learn epic skills. (To equip an epic skill, you must have an A rank in each of the normal skills that are part of its effect.)





**R**oog and Rahal are waiting for you inside the castle, and they'll send you to visit their commander, Craig. The meet-and-greet goes smoothly, so your official business here is done. But there's more to see, so exit the castle at the other end and go down several flights of stairs to reach the port area.



**T**he Sauronix port is home to the town's armor shop and blacksmith, and it's here that you'll catch up with Roog and Rahal again. After saying goodbye, head up the outdoor ramp to the cliff overlook area, where two more chests await. The one containing the Untold Clarity epic skill is hidden behind a wall, so scour the area carefully.



**Rahal's Sister**  
Rahal's sister Rania lives in town, where she crafts dragon whistles. After she demonstrates her craft, Rania will join you if you ask. She'll go directly into your entourage, where she'll remix the battle music as you fight.



## 5-8 TWILIGHT FOREST Empowering the Dawn Rune



### Twilight Forest Ruins Treasures

CYCLONE PIECE	First Room of Ruins
MOTHER EARTH PIECE	Fourth Room of Ruins
CAPE OF DESTINY	Fifth Room of Ruins
FUJIWARA GAUNTLETS	Sixth Room of Ruins
GUARDIAN GLOVES	Sixth Room of Ruins
GOLDEN HAMMER	Eighth Room of Ruins

**A**fter concluding your business at Sauronix Castle, return to Port Spinacks and travel a short distance west to the Twilight Forest. If you're collecting DoReMi elves, you may want to warp back to HQ and add Cornelio to your party, since LaTiDo is among the enemies you'll find in the forest.



### Twilight Forest Treasures

WINDOW SET 5	First Dead End
PENT TACTIC	Second Dead End
OLD BOOK 6	Third Dead End

**F**inding the trail in this deep forest can be maddening, but the route is fairly simple if you follow the white cobblestones and feel your way around the borders on either side. The path forms a squiggly half-circle to the northeast, and the only dead ends are very short ones that lead to a treasure chest. There is nothing in the forest past the entrance to the ruins. Hugging the right wall will lead to the first two chests, then you can return to the path and follow the left wall to find the third.



### Killey Joins at Last

In the tenth room, after the save spot, the hero will use his rune to open the door. Then you'll be joined by Killey, but only if you've freed him from Agate Prison and triggered the event at your castle that allowed him to visit the top-floor room. If not, you can still do things and recruit him later at the Ceras Lake sluice gate.



**T**he ruins seem far more complicated than they are. As long as you don't backtrack you'll always visit the same rooms in the same order. If a room has multiple exits, they'll both lead to different entrances of the same room. Search each room carefully so you don't miss any chests, and so you'll realize when you've backtracked instead of proceeding. As a general rule, the rooms alternate between bare walls and mossy walls, so if you see the same wall pattern twice in a row, you may have been turned around.



**KILLEY**  
**LEVEL 35**

**WEAPON**  
 NEEDLE RANGE: L

**RUNE**  
 RAGE RUNE

**SKILLS**  
 TECHNIQUE (D)  
 TREASURE HUNT (D)

**Y**ou'll face some difficult enemy encounters here. Zombie Unicorn enemies will attack the whole party with high-level lightning spells, so kill them quickly and keep everyone's HP up. Millioneye foes have a piercing laser, so use a formation that fans out your party to prevent them from hitting multiple targets.







**H**eal up before you enter the next room, and prepare to do battle with an Ancient Creeper. This foe relies heavily on poison attacks, so treat the venom with the Dawn Rune and arrange your characters so the heartiest defenders can protect the back-row mages. This boss is quite resistant to magic and has no particular weakness, so normal attacks work almost as well as spells.

**A**fter the battle your Dawn Rune will be empowered with the Light of Day healing technique. Could this be enough to cure what ails Lyon? It's time to head home and find out. Killey has no further interest in your quest, but if you ignore his insults and ask him to join you, he will.



BOSS			
Ancient Creeper			
TARGETS			
FRONT ROW			
HP			
5000			
STR	MAG	MDF	
225	150	330	
TEC	EVA	SPD	
220	60	100	
ACC	PDF	LUC	
250	240	110	

## 5-9 SAURONIX CASTLE

## Calling in Promises

**B**ack at your castle Visit Lyon in the infirmary and give her a shot of the Light of Day. Stay the night in your room, and visit her again the next morning. Lun will interrupt with urgent news, and things will begin to spiral

downhill rapidly. After much discussion, you'll be sent back to Sauronix Castle to figure out why the aid Craig promised hasn't materialized.



**N**ow that Doraat has been lost again, neither Viki nor Logg can take you into Godwin territory. Instead you'll have to get Viki to warp you in the Dwarf Cave (ask her repeatedly) and use their network of tunnels. You'll get a chilly reception at first, but Gunde and Wabon will join you after you explain your business, and allow you to use their mine carts. But the tunnel is less secret that you had assumed, and is already crawling with members of Nether Gate. After the first battle, Logg and Lun will split off to accompany Gunde back to the Dwarf Cave, while Wabon will take you as far west as the Twilight Forest before parting ways. At least you've won his trust, and he and Gunde are now officially befriended.



WABON	
LEVEL: 20	
WEAPON	
GIANT WRENCH	RANGE: S
RUNE	
N/A	
SKILLS	
TECHNIQUE (D)	
FORGE (S)	

ROOG	
LEVEL: 45	
WEAPON	
DUAL SWORDS	RANGE: S
RUNE	
RAGE SWORD RUNE	
SKILLS	
ATTACK (D)	
DEFENSE (D)	

RAHAL	
LEVEL: 45	
WEAPON	
KATANA	RANGE: S
RUNE	
FLOWING SWORD RUNE	
SKILLS	
AGILITY (D)	
MAGIC (D)	



**H**ead directly east to the exit of the Twilight Forest, then try to enter Sauronix Castle. You'll find the way blocked by Godwin troops, leaving you no option but to return to Port Spinacks. The first man you'll meet has a message from Rahal and Roog: Return to the Twilight Forest and meet them there. They'll join your party and take you directly to Sauronix Castle's port area. Enter the castle through the long staircase, and force your way into Craig's office. His response won't please you, but at least you have Rahal and Roog now. Take them back to Flail and Lance and they'll see you safely out of town. You can then use the Blinking Mirror to return to your castle, where Lucretia has even more bad news for you.





# 5-10 SINDAR CASTLE The Godwin Counteroffensive

**T**here's no time to get to the bottom of Craig's strange behavior, since Godwin troops are marching on Lelcar and Lordlake. Protecting them is out of the question, but a strong defense will give the citizens the time they need to evacuate. You can't be in two places at once, so pick one of the two campaigns to lead, and entrust the other to your generals. Of the two, the Lordlake campaign is much easier.



**BATTLE**

LELCAR DEFENSE CAMPAIGN

**CONDITIONS**

UNITS	TO WIN					
<table> <tr> <td>REBEL</td> <td>9 (~1100 SOLDIERS)</td> </tr> <tr> <td>GODWIN</td> <td>10 (2400 SOLDIERS)</td> </tr> </table>	REBEL	9 (~1100 SOLDIERS)	GODWIN	10 (2400 SOLDIERS)	<table> <tr> <td>HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES</td> </tr> </table>	HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES
REBEL	9 (~1100 SOLDIERS)					
GODWIN	10 (2400 SOLDIERS)					
HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES						
PRIZES	LOSE IF...					
<table> <tr> <td>5000 POTCH</td> </tr> </table>	5000 POTCH	<table> <tr> <td>HERO'S UNIT OR THE DAHAK ARE DESTROYED, OR THE ENEMY REACHES LELCAR</td> </tr> </table>	HERO'S UNIT OR THE DAHAK ARE DESTROYED, OR THE ENEMY REACHES LELCAR			
5000 POTCH						
HERO'S UNIT OR THE DAHAK ARE DESTROYED, OR THE ENEMY REACHES LELCAR						

Lelcar is facing an aggressive attack from both land and sea, so this is a two-front battle. Since this is a defensive campaign, your foes will be attacking relentlessly, and watching two fronts at once is difficult; your units will often end up in battle before you realize they've even been approached. For this reason, it's crucial that every unit has either Charge, Gnaw, or a short-range spell, so any disadvantageous attack can be turned aside. Pile your units high with activated abilities and make sure to craft a good beaver unit on the naval side.

The attacks will come fast and furious, so you have very little time to prepare.

Cluster your naval units together with the beaver out front. Make sure you're ready to heal the beaver unit if it takes heavy damage, and head off ships with Barrage attacks if they get past the beavers. On the land side, quickly assess what units will be coming from what direction, and send a superior unit to meet them.

**BATTLE**

LORDLAKE DEFENSE CAMPAIGN

**CONDITIONS**

UNITS	TO WIN					
<table> <tr> <td>REBEL</td> <td>8 (~800 SOLDIERS)</td> </tr> <tr> <td>GODWIN</td> <td>8 (1800 SOLDIERS)</td> </tr> </table>	REBEL	8 (~800 SOLDIERS)	GODWIN	8 (1800 SOLDIERS)	<table> <tr> <td>HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES</td> </tr> </table>	HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES
REBEL	8 (~800 SOLDIERS)					
GODWIN	8 (1800 SOLDIERS)					
HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES						
PRIZES	LOSE IF...					
<table> <tr> <td>5000 POTCH</td> </tr> </table>	5000 POTCH	<table> <tr> <td>HERO IS KILLED OR THE ENEMY REACHES LORDLAKE</td> </tr> </table>	HERO IS KILLED OR THE ENEMY REACHES LORDLAKE			
5000 POTCH						
HERO IS KILLED OR THE ENEMY REACHES LORDLAKE						

Lordlake is an entirely land-based campaign, so you can focus on mounting a much more organized defense. Emphasize archers as you build your units, since the Southern Mountain Corps are composed of half cavalry units. Make sure every unit can use short-range abilities like Charge or spells so they can get out of direct combat.

Fan out your troops to cover all the routes to Lordlake, but put the archers in front, since the cavalry will arrive first. This is actually a pretty easy

fight; you only need to knock off 900 soldiers to win, and you can do that with skills like Barrage, Zerese's Star Rune, and miscellaneous spells and Charge attacks alone.

**A**fter the battle, Lucretia will present you with a shocking suggestion: Abandon the Sindar Castle to the invading forces. Believe it or not, this choice really is up to you—while Raja and Galleon will weigh in with support for Lucretia's plan, they will obey you if you continuously insist on staying. If you decide to stay, turn to section 5-11A. If you agree to abandon the castle, skip to 5-11B. (If you'd like to see how both play out, ask for time to think about it so you can save your game.)



**T**he events that occur if you choose to defend are beautifully rendered and quite moving, but

as Lucretia warned, you will pay a price in blood. Completionists who intend to end the game with all 108 Stars of Destiny

alive should follow the advice of their elders and abandon the Sindar Castle.



# 5-11A

SINDAR CASTLE

## Defending Your Headquarters

If you choose to hold your ground, you'll quickly find your castle surrounded by both Armes forces and the Childerich-lead Godwin army. The battle that ensues is the toughest one yet!



### BATTLE

FINAL DEFENSE CAMPAIGN

#### CONDITIONS

##### UNITS

REBEL	10 (~1150 SOLDIERS)
GODWIN	10 (3300 SOLDIERS)

##### PRIZES

5000 POTCH

##### TO WIN

HALVE TOTAL ENEMY FORCES OR SURVIVE FOR 10 MINUTES

##### LOSE IF...

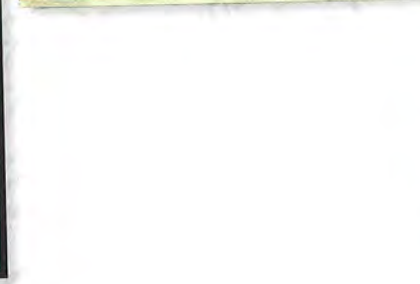
HERO OR RAJA ARE KILLED, OR THE ENEMY REACHES YOUR CASTLE

This battle is a lot like the Lelcar Defense Campaign, but the odds are more heavily stacked against you now. Make sure all of your units are loaded up with spells, special attacks, and healing abilities. You should have two beaver units in the lake and two cavalry units on land.



Even a victory will seem like a loss here. If you halve the enemy's forces or survive for 10 minutes, Lucretia will order the army to retreat to the castle.

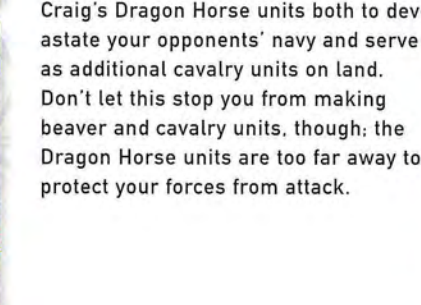
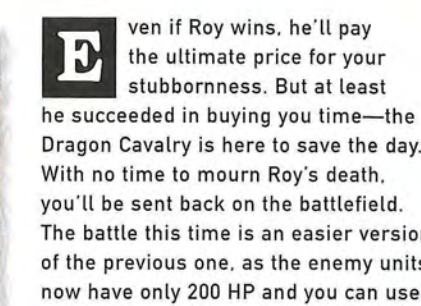
Despite your victory, the castle remains in dire peril. Lucretia is desperate to buy time, but no solution presents itself... until Childerich sends a message proposing a duel. It's an obvious trap, but you have no other choice. Roy has already accepted in your place, and is heading to the bridge for the fight of his life.



Childerich isn't as easy to read as some opponents. A taunt will usually lead to an attack or

special attack, so use a special attack if you can't figure out what his exact move will be; that way you'll at least come out

with a draw. Signs of distress ("Grrr... Damn you!") indicate his intent to guard, and your best opportunity to strike.



The events that follow this battle wrap up the Roy event and answer the question of who solved the Dragon Cavalry crisis. It was costly, but you've crushed the

Godwin alliance; turn to Chapter 6 to begin the long fight to reclaim Falena.





# 5-11B

DWARF CAVE

## Abandoning Your Headquarters



### Gordius Treasures

OLD BOOK 13	Surface Tent
SPUN SILVER ARMOR	Lair Left Fork
SOUND SET 2	Lair Left Fork
PALE MOON NECKLACE	Lair Right Fork
ALL-OUT STRIKE EPIC	Lair Stables



### Ceras Lake Tunnel Treasures

EARTH RING Second Tunnel

**Y**ou've relocated to the depths of the Dwarf Cave, where the first order of business is to settle the Dragon Cavalry issue. All signs point to the training camp of Gordius, where women are forbidden, so Miakis won't be joining you. Have Luserina set you up with an all-male party of heroes, and don't worry if the gents need extra training, forging, or supplies; all of your castle's resources are now here in the cave.



**T**ake Wabon's mine cart to the Twilight Forest, then pass east through Port Spinacks and follow the road all the way to Gordius. Pick

up an Old Book and save your game in the tent village, then proceed south to a clearing where you'll meet trainees Nick and Yoran and their dragon, Ax. Lead the

trio to an empty tent on the west side of town, where the six of you can craft a plan to sneak into the Dragon Horse Lair.



NICK

LEVEL: 15

#### WEAPON

KATANA RANGE: S

#### RUNE

N/A

#### SKILLS

AGILITY (D)

ATTACK (D)

**M**ake sure to visit the left and right forks of the Dragon Horse Lair to collect a few easy treasures. Then make your way to the stables in the center, where your party will have to battle four Nether Gate assassins. This is a tough fight with newbies like Roog, Rahal, and Nick, so put a few old hands in your party first, particularly ones with powerful magic spells.



AX

LEVEL: 15

#### WEAPON

CLAWS RANGE: S

#### RUNE

N/A

#### SKILLS

AGILITY (D)

DRAGON SPECIAL (E)

**A**fter resolving the dragon egg crisis, make sure to search the stable for one last chest, which contains a powerful epic skill. Then make your way back to the Dwarf Cave by hoofing it through the Twilight Forest water vein. There your recruitment spree will continue: You'll befriend Georg that night, and most of the Dragon Cavalry the next morning.



**L**ucetia has one last task before you can retake your castle—visit the Ceras Lake Ruins sluice gate and drown the invaders out. No one will bother to mention it, but the dwarves have dug a tunnel for you, along the same mine cart track that took you to Twilight Forest. It will take you to a new entrance directly below the sluice gate; take the long spiral ramp up to the control room and do what needs to be done.

## BATTLE

### THE RECAPTURE

#### CONDITIONS

##### UNITS

REBEL	10 (~1100 SOLDIERS)
GODWIN	6 (1500 SOLDIERS)

##### TO WIN

HALVE TOTAL ENEMY FORCES

##### PRIZES

30000 POTCH  
FOG ROBE

##### LOSE IF...

THE HERO OR RAJA'S UNIT IS DESTROYED

This is less of a battle and more of a massacre. You have ten units to your opponent's six, and they have no special abilities to speak of. With the Dragon Cavalry on the field, the naval side will be no problem, so make sure

you're not wasting grand unit slots on beavers (move them to the four naval slots at the end). Your ground units should be packed with offensive abilities to minimize casualties on your side.





# Chapter 6

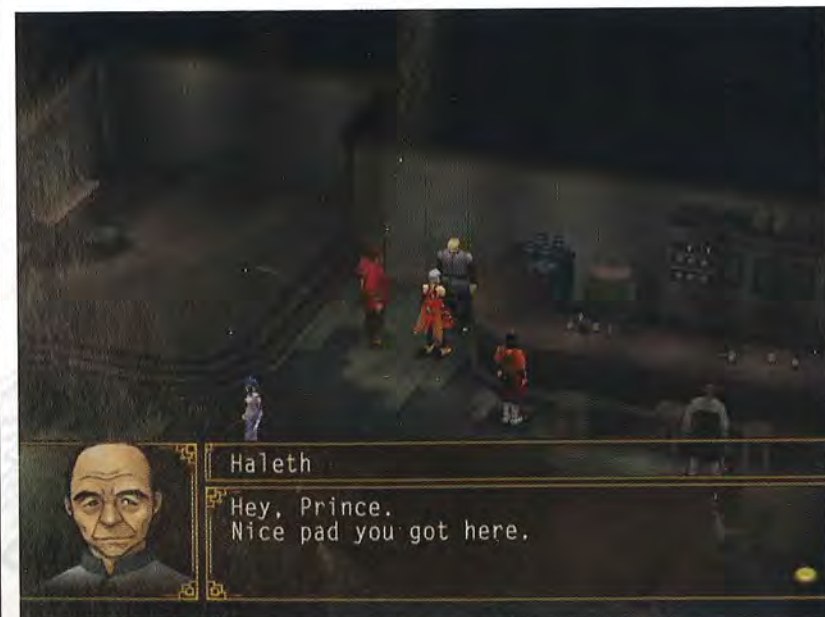
## Reclaiming Falena



### 6-1 SINDAR CASTLE Recovering Lost Ground

**Y**ou're home again, and your headquarters is a level deeper than it was before. But Lucretia won't give you much time to explore; the Godwin-Armes alliance is in shambles, and she wants to reclaim the territories you've lost. The battles to reclaim Doraat ("Childerich Pursuit Battle") and Sable ("Armes Pursuit Battle") will occur simultaneously, and once again you'll be given the choice

of which force you'd like to lead. But if you'd like to do some exploring and recruiting first, you can ask for some time to think about it. There aren't any new characters to recruit, but those who refused to abandon their headquarters can now put together a party of all-male characters (including Roog and Rahal) and visit Goldius to get Nick, Yoran, and Ax. You can also finally complete the Haleth recruitment quest.



Haleth  
Hey, Prince.  
Nice pad you got here.

### The Smuggler in Hershville

In the new lower level of your base, you'll notice someone has opened a bar. Inside you'll witness an event between Logg and Kisara (assuming they aren't in your party). To figure out what Logg is up to, warp to Hershville (again without Logg) and search the warehouses in the north part of town. You'll see Logg working out a smuggling deal with Haleth. Leave Hershville, return again, and visit the Administration Building. Apparently the jig is up for Haleth, and he has disappeared. Turns out Logg has given him sanctuary in the Sindar Castle bar, where he'll gladly join you.



Haleth  
If I weren't so corrupt, the Rebel Army wouldn't have access to vital foreign commodities.



## BATTLE

### CHILDERICH PURSUIT BATTLE

UNITS
REBEL ARMY 10 (~1150 SOLDIERS)
GODWIN ARMY 10 (3300 SOLDIERS)

PRIZES
35000 POTCH
WINDSPUN CAPE

You'll be given Raja's Dahak and the Craig-lead Dragon Horse unit for this battle, which is a typical two-front land and sea affair. Between the beavers and dragon horses, your navy should be unstoppable, but your opponent will still have a big numerical advantage. Make sure your beaver units are using naval unit slots (the right column) instead of more crucial land unit slots.



TO WIN
GET HERO TO DORAAT

LOSE IF...
THE HERO OR THE DAHAK IS DESTROYED

As in other recent battles, the navy and ground forces are spread far apart, so you can complete the naval battle before you begin the land war. As in the last Doraat campaign, you need only bring your hero to the entrance of Doraat to score a victory. When you reach Doraat, you'll be given the opportunity to form a party and pursue Childerich. But all you'll find in Doraat are a few scattered guards; the generals have fled upriver, but Roog



BOSS
Bahram
TARGETS
HERO
HP
380
STR
280
TEC
270
ACC
300
MAG
200
EVA
100
PDF
200
MDF
350
SPD
160
LUC
106

will get you there in time to catch Bahram and his men. Bahram has access to powerful water magic, so he'll heal his men if you can't kill them quickly, and use Breath of Ice against you when they're all dead. He's a strong defender, so attack him primarily with spells and Co-Op Attacks.



## BATTLE

### ARMES PURSUIT BATTLE

UNITS
REBEL ARMY 10 (~1050 SOLDIERS)
SOUTHERN MTN. CORPS (2800 SOLDIERS)

PRIZES
4500 POTCH
WINDSPUN CAPE

Sable is entirely landlocked, allowing you to set up a focus land-only offense. Make a well-rounded roster of units, and begin the battle by moving them east to the dry lake. From there, send quick solo units out to bait one or two foes into spell and barrage range, then set upon them with groups



TO WIN
GET HERO TO SABLE

LOSE IF...
HERO IS KILLED

of units who are effective against their type. When you've sufficiently wounded and scattered the enemy forces, send Zerase and the Hero into the fray to compound the damage with their runes. The wide range of the spells should knock foes backwards, allowing the hero to reach Sable and end the fight without having to slay all of the 300 and 400 HP defenders. At the end of the battle you'll chase General Giusu into Sable, where he'll flee towards the gate in back of town. Cut through the soldiers he left in your path, and keep your health up when you approach the gate. Jidan is quite strong against spells, so use them

BOSS
Jidan
TARGETS
FRONT ROW
HP
3500
STR
280
TEC
270
ACC
300
MAG
180
EVA
100
PDF
190
MDF
320
SPD
100
LUC
106

only to eliminate his soldiers while you target him with long-range attacks, rune abilities, and Co-Op Attacks.



# 6-2

STORMFIST

## Taking the Stronghold



SHARMISTA

LEVEL: 43

WEAPON

SILVER CHAKRAM RANGE: L

RUNE

MOTHER EARTH RUNE

SKILLS

MAGIC (D)

LONG THROW (D)



NIFSARA

LEVEL: 43

WEAPON

SPEAR RANGE: S

RUNE

UNICORN RUNE

SKILLS

TECHNIQUE (D)

PIERCE (D)

When you return to your castle, Lucretia will lay out the plan: Attack Stormfist before you march on Sol-Falena. You'll run into a great deal of opposition there, but an old friend will provide some assistance.



After your victory against the Armes Southern Mountain Corps, you'll receive a message from a representative of a different Armes faction. Keep an open mind as you agree to escort Lucretia to meet with them. Their motives match your own, and the



three have a lot to offer as characters (especially Shula, who is an A-ranked cavalry leader). If you've been following along, you should now be either one or two Stars of Destiny away from filling up your rock.



BATTLE

STORMFIST SIEGE

CONDITIONS

UNITS

REBEL ARMY 9 (~1050 SOLDIERS)  
GODWIN ARMY 10 (3200 SOLDIERS)

PRIZES

40000 POTCH  
WINDSPUN GAUNTLETS

TO WIN

GET HERO TO STORMFIST

LOSE IF...

THE HERO'S OR RAJA'S UNIT IS DESTROYED

The odds are bad, but this battle is easier than it looks. Erase any Dragon Horse units from the ground unit side and build them anew on the naval side, where you have four slots. Put a nice pack of beavers in the other slot, and trick out Raja and Cius's ships so they can cast a lot of healing spells. That will be the strategy for the naval war: Smash the ships one by one with your super-units, then heal them up when their HP gets low.



For the ground war, build a cavalry unit or two and the typical super Zerase unit (Zerase, someone like Killey or Josephine who can use two shots

of a close range spell, and Sairoh or Shinro). You don't need more infantry units, since you'll get an extra one when the battle begins.



That infantry unit is lead by Shoon, who will appear after a minute or so. If you haven't yet started the land war, order him to walk towards your ground troops and none of the enemy soldiers will pursue. The passive nature of your foes makes this an easy fight, since you only need to kill a few ground units before the Hero can march into Stormfist and end the battle.

# 6-3

STORMFIST

## Infiltrate Godwin Castle

The battle will end with your group in the Western Woods, where Georg, Shoon, and Zerase will join you on a quest to sneak into Stormfist. Head straight into the brush from Lucretia's position, and you'll find the underground path that leads into the Stormfist Arena gladiator cage.



You can enter the arena ring from the infirmary, where Childerich is waiting for one final duel. The drug he takes may boost his power, but it won't do much for his wits—you can discern exactly what he intends to do by the intensity of his grunts. "Gaaaaah!!" equals special, "Gah!!" equals attack, and "Gunh gunh gunh gunh..." means he'll defend.



If you were hoping for a more traditional boss fight, Dilber Novum will be happy to oblige. You'll find him when you cross the arena's upper-level bridge to Godwin Castle. With Zerase in your party he won't last long: a few board-clearing spells followed by the usual unblockable rune attacks, long-range attacks, and Co-Op Attacks will finish Dilber within a few turns. One word of warning: Dilber's strikes have a column effect, so use formations that will prevent him from hitting multiple characters.



### Godwin Castle Treasures

WINDSPUN GAUNTLET	1F NW Hallway
PLATINUM HAMMER	1F SW Room
ROYAL PARADISE EPIC	1F SE Room
IMMORTAL MEDICINE	1F SE Hallway
WINDSPUN GREAVES	1F NE Hallway
WINDSPUN HELM	2F NW Room
OLD BOOK 3	2F SE Room
BLOOD SCALE MAIL	1F West Docks
PALE GATE PIECE	1F West Docks

BOSS

Dilber Novum

TARGETS

MIDDLE ROW

HP

3800

STR	MAG	MDF
285	180	350
TEC	EVA	SPD
270	100	150
ACC	PDF	LUC
300	190	106



**A**fter dropping Dilber, you can enter Godwin Castle. Continue straight through the second door where you'll find a long-awaited save spot in the castle's central chamber. There are a total of nine chests here

(including two on the small dock to the west), but instead of wading through random encounters to grab them now, you may want to wait till after the boss fight when you can explore freely.

**C**ontinue north through the central chamber, and up the stairs to the second floor. You'll find Sialeeds waiting in one of the rooms to the west, and after a brief conversation, she'll turn her Twilight

Rune on your party. Fan out vertically so she won't be able to hit more than two characters with her Long Throw ability, and take advantage of the fact that unlike other human bosses, she has no ability to defend or counter physical attacks.



BOSS			
Sialeeds			
TARGETS			
HERO			
HP			
3500			
STR	MAG	MDF	
280	200	370	
TEC	EVA	SPD	
270	110	160	
ACC	PDF	LUC	
300	190	110	

## 6-4

SOL-FALENA

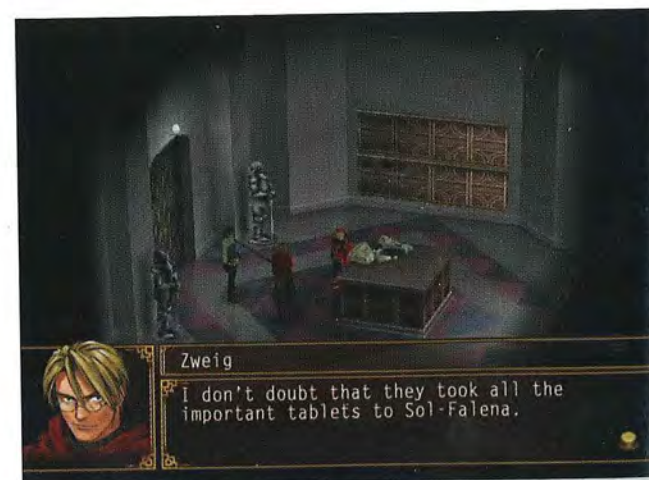
## Siege of the Sun Palace



### Sun Palace Treasures

ADVANCED MAGIC	Storage Room
SUN RING	Storage Room

**N**ow that Stormfist is yours, you're free to explore the castle and help yourself to the treasure chests (you can also now warp to Stormfist whenever you like). When you're done looting, lead Lorelai up to a second story room on the east, where Zweig has something he wants you to see.



**T**here's no pressing business waiting in your castle, but when you return to your room the camera will cut to Rainwall, where Sialeeds has paid a visit to poor Euram Barows. The next morning Rainwall will be available as a warp destination, and

**A**fter committing to the Sol-Fale-na battle, you'll be given one night to chat with your friends and survey the troops. Everyone has something new to say, but there are only two characters you must speak to before you can retire: Lyon in the infirmary, and Georg on the platform outside your castle.



### BATTLE

SOL-FALENA SIEGE

#### CONDITIONS

#### UNITS

REBEL ARMY	10 (~1200 SOLDIERS)
IMP. DEF. ARMY	10 (3400 SOLDIERS)

#### PRIZES

80000 POTCH
KARAYA ARMBAND

#### TO WIN

GET THE DAHAK TO SOL-FALENA

#### LOSE IF...

THE DAHAK IS DESTROYED

This battle is tricky if you intend to destroy every enemy on the field, but it's easy to claim a quick victory and move on. All you need to do is park the Dahak adjacent to Sol-Falena, a simple task if you send your other naval units to distract the ships on either side. Fill your naval units with Dragon Horses and Beavers, as well as ships that have Barrage or other long-range attacks. Use these long-range abilities to scatter any foes that approach the

Dahak as it sails onward to victory.

You can also win this fight by knocking off half of Zahhak or Alenia's HP and forcing them to retreat. This is a bit tougher than simply sneaking the Dahak through the line of enemy ships, so it isn't recommended. But there are a few items (Fujiwara Gauntlets, Tachibana Greaves, and Stones of Magic) you can find by defeating the enemy's lesser land units.



Lucretia will have summoned her cabal in the war room to plan the invasion of Sol-Falena. When you're ready to retake the Sun Palace, tell her "Tomorrow it is!"



### Last Chance for Recruiting

After you give Lucretia the go ahead, all ongoing recruitment quests will end in failure. So if you're missing anyone, get them first! Note that if it's Eresh you're missing, you can now recruit her stellar twin: Euram Barows. So if you didn't recruit Eresh but you did recruit Isabel, Mathias and Alhazred, you'll find Euram waiting at his Rainwall mansion.





**W**hen you land at Sol-Falena's outer port, you'll have to quickly form a party (Luserina is in her usual Dahak spot) and take down Sialeeds. She isn't any tougher than she was earlier, but you'll have a more limited selection of characters this time, with so many characters tied up in combat. Try to bring someone with the Mother Earth Rune so you can take the sting out of her Twilight Rune with the Canopy Defense spell.



## BATTLE

### SOL-FALENA SIEGE II

#### CONDITIONS

##### UNITS

REBEL ARMY 10 (~1100 SOLDIERS)

IMP. DEF. ARMY 10 (3400 SOLDIERS)

##### TO WIN

GET HERO TO THE TOWN OF SOL-FALENA

##### PRIZES

100000 POTCH

FORTUNE PIECE

##### LOSE IF...

HERO IS KILLED

While this battle is structurally similar to the last one, it is quite a bit tougher. Instead of passively holding their ground, enemies now directly pursue your units. Your navy has also been split in two, forcing you to fight on three fronts.

While constructing your rosters, make sure to alternate between offensive naval units (beavers and dragon horses) and supply ships that can repeatedly heal them. For the land units on the bridge, everyone should be able to use Charge or spells repeatedly. If you don't use special abilities when attacked, your opponent almost certainly will. Send appropriately matched ground units

to meet the archery and cavalry units sent by your foes. Once they're eliminated, there's no point dawdling; send your hero straight for Sol-Falena. Zahhak and Alenia will hold their ground, but the Prince can use Charge to push them back and move into Sol-Falena, ending the fight.

## BOSS

### Raging Alenia

#### TARGETS

FRONT ROW

HP

4500

STR	MAG	MDF
340	230	450
TEC	EVA	SPD
270	120	180
ACC	PDF	LUC
300	220	116

## BOSS

### Raging Zahhak

#### TARGETS

FRONT ROW

HP

5000

STR	MAG	MDF
360	190	380
TEC	EVA	SPD
270	120	170
ACC	PDF	LUC
300	230	116

**R**eturn to the foyer to save your game before you proceed. If you like, you can now visit the storage room near the prince's room to collect two new treasures, including Advanced Magic (or you can get them later).

**A**fter defeating them the first time, the pair will quaff some Raging Nostrum and come at you far stronger than before. Fortunately, they're still no match for the Dawn and Twilight Runes. While both are great individually,

both runes can be used to cast a Unite Magic called "Creation" that damages all foes while healing the user's party. Use it every turn (at varying levels) to keep your party alive while wearing down your foes.

Then enter the Audience Chamber, where Gisel is waiting to challenge you to a duel. Gisel's comments are so sedate that it can be hard to discern the thin layers of enthusiasm that differentiate between normal attacks and special at-

tacks, but he won't intentionally lead you astray. Comments that invite an attack ("please don't disappoint me" or "let me see what you can do") indicate defense, and are your most reliable openings to strike.

Introduction

Basic Training

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## 6-5 WEST PALACE Toward the Final Challenge



### West Palace Treasures

WINDSPUN RING	Field Near Entrance
WINDSPUN CAPE	Field at Rear
ADVANCED COMBAT	End of Bridge
ILLUSION TACTIC	Main Building
ZEN SWORD EPIC	Rune Room
RESURRECTION PIECE	Building Near Save Point

### Shops in Sol-Falena (New)



ARMOR

WINDHAT	40000
WATER DRAGON ARMOR	160000
WIND FANGS CHAIN	105000
FLAME ARRAY CHAIN	105000
SCORCHED EARTH ARMOR	180000
WINDSPUN ARMOR	225000
SILVER WHITE BRACER	48000
SILVER WHITE MULES	32000

**F**alena is yours, but Marscal Godwin and the Sun Rune remain at large. The archaeology club has figured out his whereabouts—somewhere deep in the remote Ashtwal Mountains. Visit with Lucretia, Haswar and the war room crowd in the Audience Chamber, and they'll tell you how to get there.



**B**efore you depart for Lunas, visit your subjects in Sol-Falena and check out the new stock at the Armor Shop. Then leave return to your castle so you can warp to Stormfist. Lunas can wait; there are still treasures to be found within Falena's borders.

**I**f you ever wonder where the West Palace is, you can find out by heading east from Stormfist. Inside you'll find a trove of treasures that include Advanced Combat, a new epic skill, and the excellent Illusion Tactic. It boosts all of your characters' stats

and has a formation skill that destroys all lower-level foes.



**B**efore you travel to Lunas, you may want to return to your castle to forge weapons, train skills and reassign runes and equipment. From this point forward, you'll only have access to these resources via characters' entourage skills. When you're ready, warp or walk to Lunas and pass through the Oracle's home to reach the purification fountain, where your twin runes will open a path to the mountains.



## 6-6 ASHTWAL MOUNTAINS Reclaiming the Sun Rune



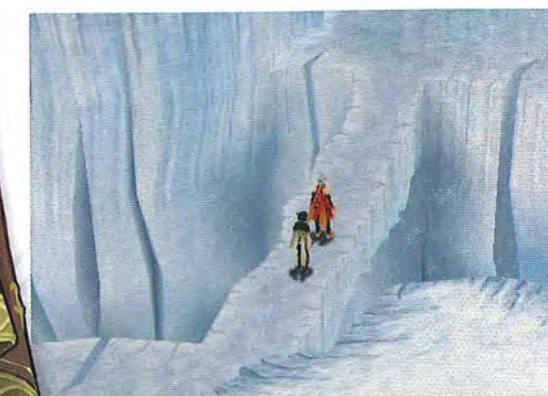
### Ashtwal Mountains Treasures

DRAGON INCENSE	Southern Segment NE
HUNTER ORB	Southern Segment N
BLINKING RUNE PIECE	Northern Segment SE
MIXED HERB	Northern Segment SW

### Ashtwal Mountains Ruins Treasures

SUN BOOTS	Zweig Path
ROYAL GARB	Zweig Path
SUN ARMOR	Zweig Path
GRAY HAT	Lyon Path
SUN GLOVES	Lyon Path
SUN HELMET	Hero Path
FANTASY HALF COAT	Hero Path

**T**he Ashtwal Mountains consists of two frozen plateaus linked by a thin ice bridge. From the starting point, head northeast to find the two dead ends that lead to treasure chests, then continue a short distance east to find the ice bridge. After crossing the bridge hug the east wall to find a chest with a Blinking Rune Piece, then reverse course and hug the west wall to find a chest with Mixed Herbs. The entrance to the ruins is just north of that.





There are three entrances to the ruins, and the only way to get through is to send three parties—lead by Hero, Lyon, and Zweig/Georg—into each passage simultaneously. Each team also gets one entourage slot, and there's a great deal of strategy in using that correctly. The two weakest teams should get Dongo or Wabon so they can forge their weapons as they proceed, and the strongest team should add a character like Shinro so they can convert found items to cash (allowing the other teams to forge more). Also pay attention to who has trainers

Each party will repeatedly run into barriers that stop their progress. Press the circle button to switch to another party, who may find a barrier-lowering floor switch on the way to their own barrier. By cycling

like Georg, Zerase, and Levi; teams with no relevant trainers should donate the SP they earn so the other teams can put it to good use. After all the arranging and



strategizing, don't forge that you've been rushed into the dungeon without having saved—return to Luserina's room to do so before you continue.



to the next party whenever the current one is stuck, each party can eventually reach the end. In addition to floor switches, watch out for darker colored elevator panels that lift you up or lower you down to a different level of the ruins. Note that

whenever there's a choice of routes, one will lead to a treasure chest instead of a barrier. Four of the seven chests contain sun items, which should be worn by the same character for an additional across-the-board stat boost.



Each party's journey will end with a boss fight, so make sure your characters are fully healed before you cross the final barriers at the north end of the map. Lyon's party will fight first, against a tough boss who is capable of firing stunning laser rays at

the whole party. Characters who can't act before the boss's turn shouldn't use Co-Op Attacks or Unite Magic—one character could get stunned and the other's turn would be lost. The boss can't block or counter, so individual physical attacks work fine.



The boss Zweig and Georg will face is more conventional. Its physical attacks strike the entire front row, but a dispersed formation can limit the effect to only one or two characters. The Hero's boss is similar to Lyon's, firing sonic waves that damage and stun characters. Again, slower characters should act independently and not rely on the cooperation of others.



BOSSSES			
Girtablulu / Gudalim / Enmesshara			
TARGETS			
FRONT ROW			
HP			
8500			
STR	MAG	MDF	
315	125	390	
TEC	EVA	SPD	
350	100	150	
ACC	PDF	LUC	
400	320	128	



The three parties will meet in the final area of the ruins, where you'll have to choose a new group of six from the assembled members (all your characters will have their HP and MP restored, so don't worry about

But first there's a little business to take care of: Dolph stands in your way, and Lyon insists on challenging him to a one-on-one duel. He won't lie directly, but his monotone voice won't give away many hints. Focus on the words—if he speaks of "finishing you," "ending things quickly," or "stopping going easy," he has a special move planned.



Marsal Godwin waits in the next room, but your final enemy isn't him but the Sun Rune itself. The Sun Rune Incarnation is paired with a Guardian Heat Sprite that attacks each turn and a Guardian Light Sprite that drains some HP from a character to replenish the Sun Rune. There isn't much point in targeting the sprites; the Sun Rune can regenerate them if they're

killed (although this will cost it a turn) and they don't do much damage anyway. Instead, focus your damage directly on the Sun Rune Incarnation. Co-Op Attacks are great, but normal attacks work fine too—it can't defend or counter. Since the sprites always attack front row targets, whoever's stuck in front will be taking a great deal of damage; use the Dawn Rune or Resurrection Rune to return



BOSS			
Sun Rune Incarnation			
TARGETS			
FRONT ROW			
HP			
14000			
STR	MAG	MDF	
370	280	520	
TEC	EVA	SPD	
350	95	150	
ACC	PDF	LUC	
400	300	130	

BOSS			
Guardian Sprites			
TARGETS			
FRONT ROW			
HP			
6500			
STR	MAG	MDF	
380	60	450	
TEC	EVA	SPD	
350	40	170	
ACC	PDF	LUC	
400	175	120	



them to life. The biggest threat by far is the Sun Rune Incarnation's spells, which deal heavy damage to either an area or the entire party. Casting the Canopy Defense spell will negate its effects for a turn. You can heal the damage with the Creation Unite Magic, but that won't clear up short-term status effects the spells may cause.



Congratulations — you've saved Falena! You'll now see one of two endings, based on whether or not you recruited all 108 characters. Press a button when "The End" comes up, and you'll have a chance to save your game. If you load that file later, you can begin a new game with all of your items and Potch from this one.







# Mini-Games & HQ Resource



# In Closing... Mini-Games & HQ Resource

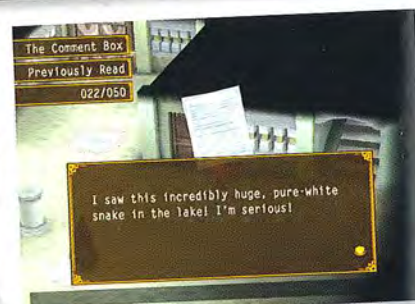
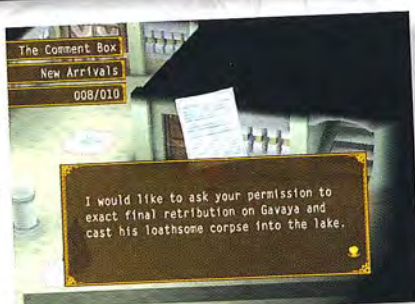


**W**hile some characters fight by your side or command squadrons in battle, others aid your cause by expanding the resources available in your castle. Here's a full list of the shops, services, mini-games and side events that take place at the Sindar Castle.

## Comment Box

REQUIRED CHARACTERS: N/A

**Y**ou'll find a comment box located outside your bedroom door. Characters will slip notes in here from time to time, and you can read them whenever you visit. The notes are mostly just gossip, but a few hint at methods to acquire new characters.



## Sindar Supermall

REQUIRED CHARACTERS: VARIOUS

**T**he first floor of your castle is dedicated to shops and services. As you recruit new shopkeepers, trainers and blacksmiths, they'll set up their businesses here. They won't cut you a discount on price, but you can't beat the convenience or selection.



### INSIDE THE SINDAR SUPERMALL

BLACKSMITH	Dongo
RUNE SHOP	Jeane
ITEM SHOP	Shinro
ARMOR SHOP	Mohsen
TRADING POST	Sairon
MAGICAL HALL	Levi
COMBAT HALL	Zegai
APPRAISER	Bastan

SHOPS

STORAGE	Chuck
TELEPORTATION	Viki
PARTY ARRANGEMENT	Luserina

OTHER SERVICES

## Map Room

REQUIRED CHARACTERS: TAKAMU

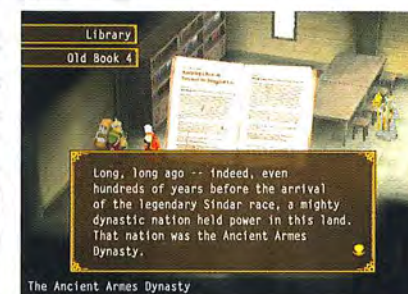
**A**fter living for a while in the top floor, Takamu will set up a map room in the base level of your castle. Visit any time you want to see the game's world map, which will be updated as you discover new areas.



## Library

REQUIRED CHARACTERS: ALHAZRED

**A**t the point when your castle expands, Alhazred will open a library full of ancient tomes. It comes with a few books of tutorials, but the library will expand as you bring Alhazred "Old Book" items. These books contain a great deal of information about the series subplots.



## Elevator

REQUIRED CHARACTERS: BABBAGE

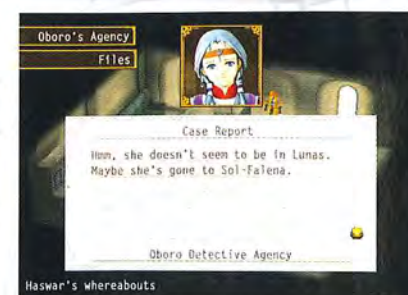
**T**ired of taking the stairs? Lead Sorensen to the gear room on the base level, and he'll ask you to take him to Babbage. Babbage will come along to see it, and quickly reactivate the elevator at the center of the castle.



## Oboro Detective Agency

REQUIRED CHARACTERS: OBORO

**A**t the point when your castle expands to include the base level, Oboro will move his detective agency indoors. You can then hire him and his assistants to research the whereabouts of characters you've met but not recruited, or dig into the backgrounds of the characters you've already befriended (up to three times each). These investigations take a bit of time to carry out, based on how many assistants Oboro has access to.

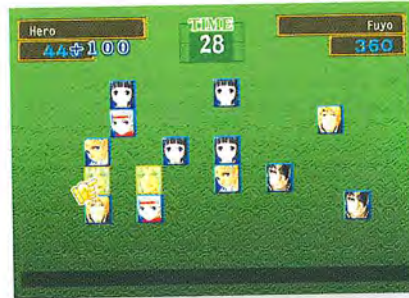




## Fuyo's Feitas Game

REQUIRED CHARACTERS: FUYO

**T**alk to Fuyo to challenge her in the game of Feitas. In this game, you connect matching tiles to remove both from the board and score points. Most are worth 20 points, but a few—Arshtat, Ferid, Haswar—are worth 100 points. Runes have no point value, but automatically match certain adjacent runes, allowing for the possibility of high-point rune chains. The high value tiles are always in the center, so to win you'll need to force your opponent to take the low-point tiles that are obstructing them. Whenever you beat Fuyo, she'll reward you with a prize.



## Voice Selection

REQUIRED CHARACTERS: CHISATO

**T**ired of the default voice selections that affect your Hero's grunts and groans in combat? To expand your options, find Voice Sets and bring them to Chisato, who tends to hang out in the restaurant area. She'll let you pick a voice that suits you better.



## Retso's Restaurant

REQUIRED CHARACTERS: RETSO

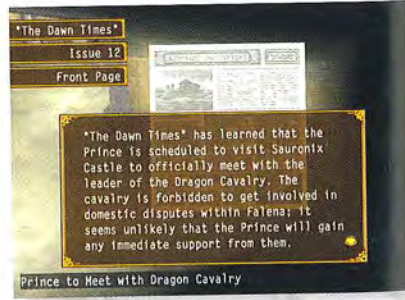
**R**etso's culinary skills can shine in your castle's base level restaurant, but only if you get him the ingredients he needs. Bring him ingredients found in combat, acquired with his or Shun Min's cook skill, grown in Goesch's farm, or raised in Shun Min's hatchery. The more items he has to work with, the larger the selection of meals he'll sell. The dishes he prepares recover health and boost certain stats in combat.



## The Dawn Times

REQUIRED CHARACTERS: TAYLOR

**T**aylor writes and edits the official newspaper of your army. In the first stage of your castle you can talk to him to read a copy, but when your castle expands you'll find the issues posted on the restaurant wall.



## Hatchery

REQUIRED CHARACTERS: SUN MIN

**B**ring Shun Min the baby fish you can find sold in various item shops, and she'll raise and breed them. Retso can then use them as ingredients to make seafood dishes in his restaurant.



## Window Maker

REQUIRED CHARACTERS: ZUNDA

**A**t the point when you tire of the brown and gold pattern that surrounds all game windows, bring some Window Sets to Zunda. She'll let you change the pattern throughout the game.



## Blind Man's Bluff

REQUIRED CHARACTERS: LINFA

**L**infa hangs out in the inn before your second castle expansion, when she moves to the tavern. Besides challenging her, Shigure and Jeane appear as opponents in higher difficulty levels. It's a simple game—the high card wins, but players can only see their opponent's hands. You can guess the strength of your card by your opponent's reaction, or just play the odds. Watch out for Linfa cards, which double the pot but carry a huge penalty to players who fold. Skilled gamblers can make money here, but it's never a sure bet.



## Checkers

REQUIRED CHARACTERS: EGBERT

**E**gbert initially hangs out the inn but moves to the tavern when it becomes available. Egbert's game is Checkers, but not the sort you're familiar with. There are three variants, but even standard Checkers has odd rules that let you jump your own pieces and move backwards. In any mode, you can "Flashback" to undo bad moves, but only a limited number of times. Whenever you beat Egbert, you win the piece he used, and can use it yourself in the future. Only by playing all the variants in all the difficulty modes can you win all the character pieces. If you can collect all of the pieces, Egbert will reward you with an otherwise unavailable Epic Skill!

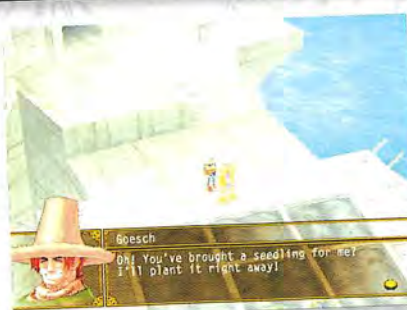




## Farm

REQUIRED CHARACTERS: GOESCH

**B**uy the seedlings you see sold in item shops, and bring them to Goesch when your castle expands to include a small farm plot. He'll grow the crops and, when it's harvest time, bring them to Retso for use in his recipes.



## Inn

REQUIRED CHARACTERS: MARINA

**Y**ou may have your own bedroom and infirmary, but you won't be able to heal at your castle until you recruit Marina to manage the inn atop the tower. Unlike the other merchants, she cuts you a break on price—it's always free to heal or save.



## Phonologist

REQUIRED CHARACTERS: RANIA

**V**isit Rania in the Dragon Horse Cavalry branch of your castle, and she'll allow you to change the system sounds you hear as you play. You'll find new Sound Sets on your quest.



## Dragon Racing

REQUIRED CHARACTERS: YORAN

**O**nce you recruit Yoran, you'll be able to participate in Dragon Horse Cavalry training races. The key to the races is knowing when to hold R1 for tight turns and when to press X for a burst of speed. One error will likely cost you first place, but prizes are generously awarded for the top three places.



## Dragon Race Betting

REQUIRED CHARACTERS: HALETH

**I**f you prefer to leave the racing the pros, you can still have some fun by betting on Dragon Horse Cavalry races. Haleth hangs out with the cavalry, where he's worked out all the odds. You can bet on win, show, or even a quinella for extra-long odds.



## Fishing

REQUIRED CHARACTERS: SUBALA

**Y**ou can visit Subala on your dock to do some fishing anytime you like. Even on casual days, you'll be in a heated competition with Subala, Logg and Lun to catch either the biggest fish or the most fish by weight. On certain days there will be a special one-time tournament, with a potentially valuable prize as a result. You'll always find little fish to be easier to catch, while big fish are more of a gamble... more often than not you'll land an old boot, pot, or fish part. This isn't such a bad thing, though: after the tournament these items can be sold.



## Baths

REQUIRED CHARACTERS: MIROON

**E**veryone loves a nice bath, which is why Miroon will build not one but two baths as the game progresses. The best part of baths is the special bathtime events you get to see when you bring certain characters into the baths together. There are over 30 events in all!



## Bathtime Events

The casts of the various bathtime events are listed below. Note that some of these must occur before or after certain game events, and others require the outdoor baths.

Josephine / Meroon / Faylen  
Kisara / Lun / Subala  
Eresh / Lelei / Shun Min  
Zerese / Nikea / Bernadette  
Flail / Byakuren  
Lyon / Miakis / Roy  
Lu / Jeane / Marina  
Nifsara / Norma / Linfa  
Lorelai / Viki / Zweig  
Isabel / Nelis / Sharmista  
Lyon / Sialeeds

Maroon / Muroon / Faylon  
Dinn / Isato / Mathias  
Kyle / Gavaya  
Roog / Nick / Rania  
Ernst / Ax / Muroon  
Logg / Retso  
Levi / Wabon / Babbage  
Alhazred / Genoh / Sairoh  
Zegai / Killey / Gunde  
Nakula / Raven / Egbert  
Rahal / Lance / Mohsen

Cathari / Hazuki / Urda  
Bergen / Sorensen / Dongo  
Georg / Richard / Yahr / Taylor  
Shigure / Sagiri  
Galleon / Goesch / Murad  
Cornelio / Bastan  
Cius / Haleth  
Shoon / Takamu  
Belcoot / Shinro





# Characters









# Ax

## Notes

Ax's stats are identical to Flail and Lance's, but you'll need to put a bit of work into this level 15 dragon horse to get him up to their level. Ax and Nick arguably share the best Coop Attack of the Dragon Horse Cavalry members—instead of hitting a row or column, it will do good damage to every enemy on the field.

## Recruitment

JOINS AT LEVEL 15

Nick, Yoran and Ax will join you automatically if you choose to abandon your headquarters in Chapter 5. If you stay and fight you can later put together an all-male party that includes Roog and Rahal and recruit them in Goldius.

## Stats

Level 50

HP	530	STR: 295	PDF: 246
		SKL: 52	MDF: 157
		MAG: 54	SPD: 152
		EVA: 152	LUC: 103

## Runes

Affinities

HEAD	Gained at Lv. 45	SUN: D	SOUND: C
R. HAND	Falcon Rune	FIRE: E	HOLY: E
L. HAND	Gained at Lv. 1	LIGHTNING: E	DARK: E
		WIND: E	SLICE: B
		WATER: B	THRUST: B
		EARTH: E	PUNCH: A
		STAR: E	SHOOT: B

## Equipment

Type

HEAD PROTECTION	--
BODY PROTECTION	--
HAND PROTECTION	--
FOOT PROTECTION	--

## Weapons

Stats

Fangs	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1	Lv. 7	Lv. 13
Combo Max: 3	Lv. 2	Lv. 8	Lv. 14
Properties: --	Lv. 3	Lv. 9	Lv. 15
	Lv. 4	Lv. 10	Lv. 16
	Lv. 5	Lv. 11	
	Lv. 6	Lv. 12	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	S	Agility	S	Stamina	S	Stamina	
Attack	A	Magic		Attack		Attack	
Defense	A	Magic Defense		Defense		Defense	
Technique	B	Incantation		Technique		Technique	
Vitality	S	Sword of Magic		Vitality		Vitality	
				Feng Shui	S	Thumb Speed	
SIGNATURE SKILL				DRAGON SPECIAL			
Cluster attack for Dragon Horse							

## Co-Op Attack

Participants

LOOKS CAN KILL	Bergen Moroon
STAMPEDE	Flail Lance
VIOLET CHARGE	Nick

# Belcoot

## Notes

You won't find many frontline fighters that are stronger than Belcoot. He has top marks in HP, Strength, and Skill, but you'll need to buy him some good armor to make up for his physical frailty. Pair him with the similar strong Dinn to put their column-effect Coop Attack to good use.

## Recruitment

JOINS AT LEVEL HERO + 5

Belcoot and Marina will join you in Stormfist, but leave you at the end of the Sacred Games. They'll next turn up in Yashuna after you establish your Sindar Castle headquarters. Talk to Belcoot outside the Hot Springs Inn, then find Marina inside and offer to let her run the inn at your headquarters. As goes Marina, so goes Belcoot.

## Stats

Level 50

HP	641	STR: 270	PDF: 50
		SKL: 309	MDF: 157
		MAG: 152	SPD: 152
		EVA: 152	LUC: 54

## Runes

Affinities

HEAD	Gained at Lv. 1	SUN: C	SOUND: C
R. HAND	Falcon Rune	FIRE: C	HOLY: C
L. HAND	Gained at Lv. 1	LIGHTNING: C	DARK: C
		WIND: C	SLICE: C
		WATER: B	THRUST: C
		EARTH: C	PUNCH: C
		STAR: C	SHOOT: C

## Weapons

Stats

2-handed Sword	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1 20	Lv. 7 120	Lv. 13 220
Combo Max: 3	Lv. 2 30	Lv. 8 130	Lv. 14 230
Properties: --	Lv. 3 45	Lv. 9 140	Lv. 15 240
	Lv. 4 60	Lv. 10 155	Lv. 16 255
	Lv. 5 75	Lv. 11 170	
	Lv. 6 85	Lv. 12 185	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	A	Agility	S	Stamina		Stamina	
Attack	A	Magic	C	Attack		Attack	
Defense	A	Magic Defense	B	Defense		Defense	
Technique	A	Incantation	C	Technique		Technique	
Vitality	A	Sword of Magic	C	Vitality		Vitality	
		Feng Shui		Thumb Speed		Thumb Speed	
SIGNATURE SKILL				--			

## Equipment

Type

HEAD PROTECTION	Heavy
BODY PROTECTION	Heavy
HAND PROTECTION	Heavy
FOOT PROTECTION	Heavy

## Co-Op Attack

Participants

CROWD FAVORITES	Shoon Zegai
SWORD MASTER	Dinn







# Bergen

## Notes

Poor Bergen wants to be a mage, but his magic scores are dreadful. He does show some promise as a frontline fighter, but there are far better options and it will take a lot of effort to raise him from level 5. However, Bergen will find a welcome home in an all Treasure Hunt party. He isn't half bad on the battlefield either, where he adds two more uses of the Charge ability.

## Recruitment

JOINS AT  
LEVEL 5

You'll find Bergen with Levi doing some research in the Big Hole west of Rainwall. They won't join you until after the Doraat Siege, when some unusual rune activity will pique Levi's curiosity. Simply speak to them at that point to seal the deal.

## Stats

Level 50

HP	STR: 211	PDF: 50
461	SKL: 200	MDF: 151
	MAG: 51	SPD: 201
	EVA: 100	LUC: 199

## Runes

Affinities

HEAD	SUN: D	SOUND: D
R. HAND	FIRE: C	HOLY: D
L. HAND	LIGHTNING: C	DARK: C
	WIND: C	SLICE: C
	WATER: C	THRUST: C
	EARTH: A	PUNCH: C
	STAR: E	SHOOT: C

## Equipment

Type

HEAD PROTECTION	Heavy
BODY PROTECTION	Heavy
HAND PROTECTION	Heavy
FOOT PROTECTION	Heavy

## Weapons

Stats

Shovel	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1 20	Lv. 7 120	Lv. 13 220
Combo Max: 2	Lv. 2 30	Lv. 8 130	Lv. 14 230
Properties: Weapon Defense	Lv. 3 45	Lv. 9 140	Lv. 15 240
	Lv. 4 60	Lv. 10 155	Lv. 16 255
	Lv. 5 75	Lv. 11 170	
	Lv. 6 85	Lv. 12 185	

## Skills

Physical, Magical, Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	C	Stamina	B	Stamina	B
Attack	A	Magic	C	Attack	A	Attack	A
Defense	A	Magic Defense	C	Defense	A	Defense	S
Technique	A	Incantation	D	Technique	A	Technique	SS
Vitality	B	Sword of Magic	D	Vitality	A	Vitality	A
				Feng Shui	C	Thumb Speed	
SIGNATURE SKILL				TREASURE HUNT			
War trophy after battle							

## Co-Op Attack

Participants

LOOKS CAN KILL	Ax Moroon
TUNNELIN' THRU	Gunde Wabon

# Bernadette

## Notes

Bernadette is a mage who can fight. She's a good long-range fighter with the defense scores and mid-weight armor necessary to survive a good hit. Her Magic scores are quite respectable, and she comes with the Flowing Rune and two open rune slots (at level 40). In combat she leads a rune archer unit (or ship) that uses the Flowing Rune instead of an offensive spell.

## Recruitment

JOINS AT  
LEVEL 38

Bernadette will join you when you agree to battle the pirates on Nirva Island. Skald will later command her to accompany you for the rest of your quest, and she'll be the key to recruiting three other Nirva Island characters.

## Stats

Level 50

HP	STR: 108	PDF: 50
421	SKL: 150	MDF: 255
	MAG: 353	SPD: 152
	EVA: 199	LUC: 54

## Runes

Affinities

HEAD	SUN: B	SOUND: B
R. HAND	FIRE: B	HOLY: B
L. HAND	LIGHTNING: C	DARK: B
	WIND: B	SLICE: C
	WATER: B	THRUST: B
	EARTH: C	PUNCH: C
	STAR: B	SHOOT: B

## Weapons

Stats

Throwing Knife	Light Sword	Medium Sword	Great Sword
Range: Long	Lv. 1 20	Lv. 7 120	Lv. 13 210
Combo Max: 1	Lv. 2 30	Lv. 8 135	Lv. 14 220
Properties:	Lv. 3 45	Lv. 9 145	Lv. 15 230
	Lv. 4 60	Lv. 10 160	Lv. 16 245
	Lv. 5 80	Lv. 11 170	
	Lv. 6 100	Lv. 12 185	

## Skills

Physical, Magical, Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	C	Agility	B	Stamina	B	Stamina	B
Attack	B	Magic	A	Attack	A	Attack	A
Defense	B	Magic Defense	A	Defense	S	Defense	S
Technique	B	Incantation	A	Technique	SS	Technique	SS
Vitality	C	Sword of Magic	A	Vitality	A	Vitality	A
				Feng Shui	C	Thumb Speed	
SIGNATURE SKILL				--			

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants

ISLAND STORM	Nelis Yahr
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# Byakuren

## Notes

Byakuren, like Genoh, is so large she requires two slots in combat. A giant with off-the-chart HP and Strength scores, but she is still less effective than your best human fighters, and certainly weaker than two combined. She does allow you to use interesting large character formations. Since she wears no armor and has no weapon to forge, use her to fill out a roster quickly.

## Recruitment

JOINS AT LEVEL 5

After the Sindar Castle expands to include the base floor, leave your castle by the bridge that connects to Ceras Lake Ruins. You'll be attacked by Byakuren, who you must beat in combat. After the fight you can talk with Byakuren and ask her to join if you have either Levi or Genoh in your party. If not, Byakuren will attack at the same place after you recruit an additional 20 characters.

## Stats

{ Level 50 }

HP	STR: 432	PDF: 256
579	SKL: 201	MDF: 157
	MAG: 54	SPD: 148
	EVA: 152	LUC: 54

## Runes

{ Affinities }

HEAD	SUN: C	SOUND: C
R. HAND	FIRE: D	HOLY: C
L. HAND	LIGHTNING: C	DARK: C
	WIND: D	SLICE: B
	WATER: A	THRUST: B
	EARTH: D	PUNCH: A
	STAR: E	SHOOT: B

## Equipment

{ Type }

HEAD PROTECTION	--
BODY PROTECTION	--
HAND PROTECTION	--
FOOT PROTECTION	--

## Co-Op Attack

{ Participants }

SECRET CRUSH	Flail Miroon

## Weapons

{ Stats }

Fangs	LIGHT SWORD	MEDIUM SWORD	GREAT SWORD
Range: Short	Lv. 1	Lv. 7	Lv. 13
Combo Max: 2	Lv. 2	Lv. 8	Lv. 14
Properties: --	Lv. 3	Lv. 9	Lv. 15
	Lv. 4	Lv. 10	Lv. 16
	Lv. 5	Lv. 11	
	Lv. 6	Lv. 12	

## Skills

[ ] = PHYSICAL [ ] = MAGICAL [ ] = BOTH

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	SS	Agility	D	Stamina	SS	Stamina	A
Attack	S	Magic	A	Attack	S	Attack	A
Defense	A	Magic Defense	A	Defense	A	Defense	A
Technique	D	Incantation	A	Technique	SS	Technique	A
Vitality	A	Sword of Magic	A	Vitality	S	Vitality	S
				Thumb Speed	SS		
SIGNATURE SKILL				FREEZE			
Stun							

# Cathari

## Notes

Cathari is the strongest, faster, luckiest, and most skilled character in the game. Her stats are amazing, but she isn't quite as good in practice, since her gun has a one-hit max. But it does a lot of damage and scores a lot of critical hits, making her deadly for a long-range character. A double speed boost and two uses of Barrage make her a great general for an archery unit as well.

## Recruitment

JOINS AT LEVEL 40

You'll first meet Cathari at Hershville Naval Base, where she'll ask for help you won't be able to provide. You'll see her again in Port Spinacks, where she'll ask you to take her to see Lucretia (if you refuse, she'll return to Hershville and repeat the offer later). After meeting Lucretia she'll join your army.

## Stats

{ Level 50 }

HP	STR: 344	PDF: 50
295	SKL: 442	MDF: 103
	MAG: 50	SPD: 363
	EVA: 150	LUC: 255

## Runes

{ Affinities }

HEAD	SUN: C	SOUND: C
R. HAND	FIRE: C	HOLY: C
L. HAND	LIGHTNING: C	DARK: C
	WIND: C	SLICE: C
	WATER: C	THRUST: C
	EARTH: C	PUNCH: C
	STAR: C	SHOOT: C

## Weapons

{ Stats }

Gun	LIGHT SWORD	MEDIUM SWORD	GREAT SWORD
Range: Long	Lv. 1 20	Lv. 7 120	Lv. 13 220
Combo Max: 1	Lv. 2 30	Lv. 8 130	Lv. 14 230
Properties: --	Lv. 3 45	Lv. 9 140	Lv. 15 240
	Lv. 4 60	Lv. 10 155	Lv. 16 255
	Lv. 5 75	Lv. 11 170	
	Lv. 6 85	Lv. 12 185	

## Skills

[ ] = PHYSICAL [ ] = MAGICAL [ ] = BOTH

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	SS	Stamina	B	Stamina	A
Attack	S	Magic	C	Attack	S	Attack	A
Defense	C	Magic Defense	C	Defense	C	Defense	A
Technique	S	Incantation	D	Technique	SS	Technique	A
Vitality	A	Sword of Magic	A	Vitality	S	Vitality	S
				Feng Shui		Thumb Speed	
SIGNATURE SKILL				--			

## Equipment

{ Type }

HEAD PROTECTION	Medium
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

{ Participants }

CONCEIT	Isabel Zerase







# Cius

## Notes

With more hit points and a higher Evasion score, Cius is arguably a better fighter than Lelei, but he lacks the magic, skills, and signature rune that make her interesting. On the battlefield, where he's C-ranked as a leader (of an infantry unit), and offers no bonus as a general. Unless you're particularly fond of the Lockdown Coop Attack, Cius probably belongs on the bench.

## Recruitment

As Lucretia's personal guard, Cius and Lelei will join you when Lucretia does, after you rescue her from Agate Prison in Chapter 2.

Stats		{ Level 50 }	
HP	STR:	167	PDF: 50
	SKL:	152	MDF: 157
	MAG:	152	SPD: 152
	EVA:	201	LUC: 103
		412	

Runes		{ Affinities }	
HEAD	SUN:	C	SOUND: C
	FIRE:	C	HOLY: C
	LIGHTNING:	C	DARK: C
	WIND:	C	SLICE: C
	WATER:	C	THRUST: C
R. HAND Gained at Lv. 1	EARTH:	C	PUNCH: C
	STAR:	C	SHOOT: C
L. HAND Gained at Lv. 35			

Equipment		{ Type }	
HEAD PROTECTION			Heavy
			Heavy
			Heavy
			Heavy
			Heavy

Weapons		{ Stats }	
Rapier			
	Range	Short	
	Combo Max	4	
	Properties		
	Parry		
	Thrust Back		

Skills		{ Type }	
BASIC SKILLS			
EPIC SKILLS			
SIGNATURE SKILL		--	

Co-Op Attack		{ Participants }	
LOCKDOWN			Lelei

# Cornelio

## Notes

His signature DoReMi Rune alerts him when the five unique DoReMi Elves are nearby, and its Fugue spell allows him to catch them. As he catches them, he'll be able to use higher-level rune abilities. You can take advantage of Cornelio's fairly high Magic stat by equipping him with a second and third magic rune. He also changes the battle music when he participates!

## Recruitment

Revisit Haud any time after your first military battle in Rainwall. Enter the house that's southwest of the east entrance, and defeat the DoReMi Elves who attack you there. Cornelio will insist on accompanying you so he can make you recruit him a new orchestra.

Stats		{ Level 50 }	
HP	STR:	108	PDF: 50
	SKL:	150	MDF: 304
	MAG:	304	SPD: 152
	EVA:	248	LUC: 103
		304	

Runes		{ Affinities }	
HEAD DoReMi Rune	SUN:	B	SOUND: B
	FIRE:	B	HOLY: B
	LIGHTNING:	C	DARK: B
	WIND:	C	SLICE: C
	WATER:	B	THRUST: C
R. HAND Gained at Lv. 25	EARTH:	B	PUNCH: B
	STAR:	B	SHOOT: B
L. HAND Gained at Lv. 1			

Weapons		{ Stats }	
Conductr's Wand			
	Range	Short	
	Combo Max	4	
	Properties		

Skills		{ Type }	
BASIC SKILLS			
EPIC SKILLS			
SIGNATURE SKILL		PERFECT PITCH	
DoReMi Elf power			



Equipment		{ Type }	
HEAD PROTECTION			Light
			Clothes
			Light
			Medium

Co-Op Attack		{ Participants }	





# Dinn

## Notes

Dinn is a good frontline fighter with high but unspectacular stats and the ability to wear the heaviest equipment. He's an ideal partner for Belcote, another strong fighter, and the pair share a column-effect Coop Attack. On the battlefield he commands a cavalry unit (or ram ship), and is the best cavalry leader if you don't yet have Wilhelm and Mueller.

## Recruitment

After parting with Dinn at Rainwall, you'll meet him again at his hometown of Sable. He'll join you on your quest to defeat the imposter prince, and he'll officially join up after that.

Stats		Level 50	
HP	442	STR: 275	PDF: 50
		SKL: 250	MDF: 201
		MAG: 152	SPD: 108
		EVA: 201	LUC: 54

Runes		Affinities	
HEAD	Head	SUN: C	SOUND: C
R. HAND	R. Hand	FIRE: C	HOLY: C
L. HAND	L. Hand	LIGHTNING: C	DARK: C
		WIND: B	SLICE: C
		WATER: C	THRUST: C
		EARTH: C	PUNCH: C
		STAR: C	SHOOT: C

Equipment		Type
HEAD PROTECTION	Head	Heavy
BODY PROTECTION	Body	Heavy
HAND PROTECTION	Hand	Heavy
FOOT PROTECTION	Foot	Heavy

Co-Op Attack		Participants
FANCY LAD		Rahal Mathias
HERO		CLYDE OWEN HANKER
SWORD MASTER		EPONA BIGSBY SHIRLEY
		Belcote

Weapons		Stats
Nodachi	Light Sword	Medium Sword
Range	Lv. 1 20	Lv. 7 120
Combo Max	Lv. 2 30	Lv. 8 130
Properties	Lv. 3 45	Lv. 9 140
	Lv. 4 60	Lv. 10 155
	Lv. 5 75	Lv. 11 170
	Lv. 6 85	Lv. 12 185

Skills		Physical	Magic	Both
BASIC SKILLS				
Stamina	A	Agility	A	Stamina
Attack	A	Magic	C	Attack
Defense	S	Magic Defense	B	Defense
Technique	A	Incantation	C	Technique
Vitality	A	Sword of Magic	C	Vitality
SIGNATURE SKILL				

# Eresh

## Notes

Eresh ties with Zerese as the game's most skilled magic-user. She lacks the flash of the Star Rune, but her pre-installed Resurrection and Pale Gate Runes give her a wide variety of magic powers. Note that Eresh shares a Star of Destiny with Euram Barows, so if you recruit one you won't be able to recruit the other.

## Recruitment

First, recruit Jeane. Then, after recruiting Galleon, return to the Underground Ruins in the Big Hole where Jeane's recruitment quest took place. Offer to help Eresh at the entrance to the ruins, and then repeat the same dungeon you did with Jeane. At the end, you'll find an open pit that leads to three more levels and a very difficult boss. If you can defeat him, Eresh will join you.

Stats		Level 50	
HP	295	STR: 99	PDF: 50
		SKL: 101	MDF: 353
		MAG: 397	SPD: 152
		EVA: 150	LUC: 152

Runes		Affinities	
HEAD	Head	SUN: B	SOUND: B
R. HAND	R. Hand	FIRE: A	HOLY: A
L. HAND	L. Hand	LIGHTNING: A	DARK: B
		WIND: A	SLICE: C
		WATER: A	THRUST: C
		EARTH: A	PUNCH: B
		STAR: B	SHOOT: C

Weapons		Stats
Scepter	Light Sword	Medium Sword
Range	Lv. 1 5	Lv. 7 70
Combo Max	Lv. 2 10	Lv. 8 80
Properties	Lv. 3 20	Lv. 9 90
	Lv. 4 30	Lv. 10 115
	Lv. 5 40	Lv. 11 125
	Lv. 6 50	Lv. 12 140

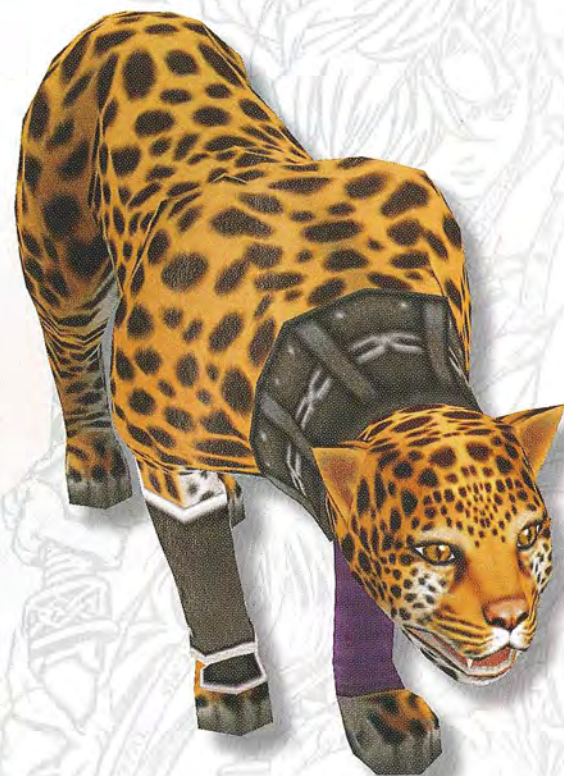
Skills		Physical	Magic	Both
BASIC SKILLS				
Stamina	D	Agility	D	Stamina
Attack	D	Magic	SS	Attack
Defense	D	Magic Defense	SS	Defense
Technique	D	Incantation	S	Technique
Vitality	D	Sword of Magic	S	Vitality
SIGNATURE SKILL				
Receive magic training anywhere				



Equipment		Type
HEAD PROTECTION	Head	Light
BODY PROTECTION	Body	Robes
HAND PROTECTION	Hand	Light
FOOT PROTECTION	Foot	Light

Co-Op Attack		Participants





# Ernst

## Notes

Ernst can never match the offensive power of an armed human, but he does have three things going for him. First, he's cheap to maintain. Second, he offers both the Recover ability and a speed boost as a general in military battles. Third, his Beast Rune is one of the best anti-boss weapons in the game. If you use the Transformation spell on the first turn and Resounding Roar every turn after, the bosses will simply never be able to attack!

## Recruitment

Talk to Norma and Ernst when they resurface at the Rafffleet Inn at the end of chapter 2, and talk to them from time to time until they tell you the story of the great wizard they seek. After that you only need to recruit Levi and speak to them while he's in your party.

Stats		Level 50	
HP	363	STR: 295	PDF: 221
		SKL: 152	MDF: 157
		MAG: 255	SPD: 206
		EVA: 206	LUC: 54

Runes		Affinities	
HEAD	Beast Rune	SUN: C	SOUND: C
R. HAND		FIRE: C	HOLY: C
L. HAND		LIGHTNING: C	DARK: C
		WIND: C	SLICE: C
		WATER: C	THRUST: C
		EARTH: C	PUNCH: B
		STAR: C	SHOOT: C

Equipment		Type
HEAD PROTECTION		--
BODY PROTECTION		--
HAND PROTECTION		--
FOOT PROTECTION		--

Co-Op Attack		Participants
BEAST TAME		Norma

Weapons		Stats
Claws		
Range	Short	
Combo Max	3	
Properties		

Skills		Physical	Magic	Both
BASIC SKILLS				
Stamina	B	Agility	S	
Attack	S	Magic	A	
Defense	A	Magic Defense	A	
Technique	C	Incantation	A	
Vitality	B	Sword of Magic		
EPIC SKILLS				
Stamina		Stamina		
Attack		Attack		
Defense		Defense		
Technique		Technique		
Vitality		Vitality		
SIGNATURE SKILL		--		

# Faylen

## Notes

Long-range fighters are rare, and Faylen is a good choice for that role, especially when you're treasure-hunting. She isn't overly strong, but her weapon grows nicely over time. Also note the three Coop Attacks that give her surprising versatility. She is useful on the battlefield, serving as a second-in-command that adds two uses of the Charge skill to an infantry or cavalry unit.

## Recruitment

After concluding the imposter prince quest in Sable, return to your HQ for debriefing. Put Roy in your party and head back to Ranro Mountain, where you'll find Faylen and Faylon in the bandit cave. Pick up the three chests of stolen property, and return them to Raulbel mansion in Sable. Both will join when you leave the building.

Stats		Level 50	
HP	373	STR: 216	PDF: 50
		SKL: 299	MDF: 157
		MAG: 201	SPD: 152
		EVA: 152	LUC: 54

Runes		Affinities	
HEAD		SUN: C	SOUND: C
R. HAND	Gained at Lv. 1	FIRE: C	HOLY: C
L. HAND	Gained at Lv. 35	LIGHTNING: D	DARK: C
		WIND: C	SLICE: C
		WATER: D	THRUST: C
		EARTH: C	PUNCH: C
		STAR: C	SHOOT: B

Weapons		Stats
Huge Boomerang		
Range	Long	
Combo Max	1	
Properties		
WEAPON DEFENSE		
WEAPON COUNTER		

Skills		Physical	Magic	Both
BASIC SKILLS				
Stamina	B	Agility	A	
Attack	A	Magic	B	
Defense	B	Magic Defense	A	
Technique	A	Incantation	B	
Vitality	B	Sword of Magic		
EPIC SKILLS				
Stamina		Stamina		
Attack		Attack		
Defense		Defense		
Technique		Technique		
Vitality		Vitality		
SIGNATURE SKILL		TREASURE HUNT		
War trophy after battle				



Equipment		Type
HEAD PROTECTION		Medium
BODY PROTECTION		Chain
HAND PROTECTION		Medium
FOOT PROTECTION		Medium

Co-Op Attack		Participants
PRETTY GIRL		Norma Viki
BROTHERLY LOVE		Faylon
TEEN REBELLION		Lu Shoon





# Faylon

## Notes

It's hard to cut it as a short-range fighter when you have merely average stats and can't wear heavy armor. That said, Faylon is a fine choice when treasure-hunting and has a great Coop Attack with his sister. Faylon should not be relied upon in military combat, as his leadership skill is a miserable C and you never need multiple basic infantry units anyway.

## Recruitment

After concluding the imposter prince quest in Sable, return to your HQ for debriefing. Put Roy in your party and head back to Ranro Mountain, where you'll find Faylon and Faylen in the bandit cave. Pick up the three chests of stolen property, and return them to Raulbel mansion in Sable. Both will join when you leave the building.

Stats	Level 50
HP	471
STR	270
SKL	152
MAG	152
EVA	103
PDF	50
MDF	157
SPD	103
LUC	103

Runes	Affinities
HEAD	SUN: C SOUND: C
R. HAND	FIRE: C HOLY: C
L. HAND	LIGHTNING: D DARK: C
	WIND: C SLICE: C
	WATER: D THRUST: C
	EARTH: C PUNCH: C
	STAR: C SHOOT: C

Equipment	Type
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
BROTHERLY LOVE	Faylen

Weapons	Stats
Giant Knuckles	Light Sword Medium Sword Great Sword
Range	Short
Combo Max	3
Properties	Counter
	Lv. 1 10 Lv. 7 110 Lv. 13 190
	Lv. 2 20 Lv. 8 125 Lv. 14 210
	Lv. 3 35 Lv. 9 140 Lv. 15 230
	Lv. 4 50 Lv. 10 160 Lv. 16 250
	Lv. 5 75 Lv. 11 170
	Lv. 6 90 Lv. 12 180

Skills	Physical	Magic	Both
BASIC SKILLS			
Stamina	S		
Attack	A		
Defense	A		
Technique	A		
Vitality	B		
EPIC SKILLS			
Stamina	S		
Attack	A		
Defense	S		
Technique	A		
Vitality	B		
SIGNATURE SKILL			
TREASURE HUNT			
War trophy after battle			

# Flail

## Notes

Flail is Rahal's Dragon Horse Mount. Her stats are a bit more defense-oriented than Lance's, but both offer decent offensive and defensive stats without the need to buy armor or forge weaponry. Her Coop Attack with Rahal allows the pair to do nearly normal amounts of damage to an entire row of foes.

## Recruitment

When Craig joins your army, he'll bring Flail and Lance with him. This will occur either before or after the battle at your headquarters in Chapter 5, depending on whether you abandoned it or defended it.

Stats	Level 50
HP	540
STR	296
SKL	152
MAG	54
EVA	152
PDF	246
MDF	201
SPD	152
LUC	152

Runes	Affinities
HEAD	SUN: D SOUND: C
R. HAND	FIRE: E HOLY: E
L. HAND	LIGHTNING: E DARK: E
	WIND: E SLICE: B
	WATER: B THRUST: B
	EARTH: E PUNCH: A
	STAR: E SHOOT: B

Weapons	Stats
Claws	Light Sword Medium Sword Great Sword
Range	Short
Combo Max	5
Properties	
	Lv. 1 Lv. 7 Lv. 13
	Lv. 2 Lv. 8 Lv. 14
	Lv. 3 Lv. 9 Lv. 15
	Lv. 4 Lv. 10 Lv. 16
	Lv. 5 Lv. 11
	Lv. 6 Lv. 12

Skills	Physical	Magic	Both
BASIC SKILLS			
Stamina	S		
Attack	S		
Defense	A		
Technique	B		
Vitality	A		
EPIC SKILLS			
Stamina	S		
Attack	A		
Defense	S		
Technique	A		
Vitality	B		
SIGNATURE SKILL			
DRAGON SPECIAL			
Cluster attack for Dragon Horse			



Equipment	Type
HEAD PROTECTION	--
BODY PROTECTION	--
HAND PROTECTION	--
FOOT PROTECTION	--

Co-Op Attack	Participants
SECRET CRUSH	Miroon Byakuren
STAMPEDE	Ax Lance
AZURE CHARGE	Rahal



# Galleon

## Notes

Galleon is a defensive fighter, pure and simple. In combat he has a lot of hit points, good stats at both physical and magical defense, the Knight's Rune, and a unique weapon ability to block physical hits. At war, he grants his unit a record +9 Defense bonus. He's a strong character and an ideal choice to lead lower-level characters on experience-gathering missions.

## Recruitment

JOINS AT LEVEL 46

Galleon will join you automatically after Chapter 5's "New Queen's Campaign" battle.

## Stats

Level 50

HP

471

STR:	314	PDF:	69
SKL:	152	MDF:	201
MAG:	103	SPD:	103
EVA:	152	LUC:	103

## Runes

Affinities

HEAD

Gained at Lv. 1

SUN:	C	SOUND:	C
FIRE:	C	HOLY:	C
LIGHTNING:	C	DARK:	C
WIND:	C	SLICE:	C
WATER:	C	THRUST:	C
EARTH:	B	PUNCH:	C
STAR:	C	SHOOT:	C

## Equipment

Type

HEAD PROTECTION

Heavy

BODY PROTECTION

Heavy

HAND PROTECTION

Heavy

FOOT PROTECTION

Heavy

## Weapons

Stats

	Light Sword	Medium Sword	Great Sword
Range	10	110	190
Combo Max	2	125	210
Properties	35	140	230
Shield Defense	75	170	250
Thrust Back	90	180	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	A	Agility	A	Stamina	A	Stamina	A
Attack	A	Magic	C	Attack	A	Attack	A
Defense	SS	Magic Defense	A	Defense	SS	Defense	SS
Technique	A	Incantation	A	Technique	SS	Technique	SS
Vitality	A	Sword of Magic	D	Vitality	A	Vitality	A
SIGNATURE SKILL				Mow Down			
Cluster attack for stick weapons							

## Co-Op Attack

Participants

MAZE OF STEEL	Georg Kyle Miakis
FALENA'S FINEST	Hero Lyon Georg
	Kyle Miakis

# Gavaya

## Notes

By the time you can recruit Gavaya, level 10 characters aren't looking so good. Those who take the time to develop him will find him to be a solid fighter with a bucket of hit points, and a good second-in-command that boosts his unit's strength on the battlefield.

## Recruitment

JOINS AT LEVEL 10

Gavaya is all about the ladies, and that's the way to win his heart. You need to bring three who collectively form an all-girl, beauty-themed Coop Attack. The options are Kiss Goodbye (the first one possible, consisting of Sialeeds, Nelis, and Jeane), Kiss Goodnight (Sharmista, Nelis, and Jeane), Pretty Girl (Norma, Viki, and Faylen), and Conceit (Cathari, Isabel, and Zerese).

## Stats

Level 50

HP

520

STR:	285	PDF:	50
SKL:	152	MDF:	157
MAG:	103	SPD:	152
EVA:	103	LUC:	103

## Runes

Affinities

HEAD

Gained at Lv. 55

R. HAND

Minotaur Rune

L. HAND

Gained at Lv. 40

SUN:	C	SOUND:	C
FIRE:	C	HOLY:	C
LIGHTNING:	B	DARK:	C
WIND:	C	SLICE:	C
WATER:	C	THRUST:	C
EARTH:	C	PUNCH:	C
STAR:	C	SHOOT:	C

## Weapons

Stats

	Light Sword	Medium Sword	Great Sword
Range	10	110	190
Combo Max	3	125	210
Properties	35	140	230
Weapon Defense	75	170	250
	90	180	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	S	Agility	A	Stamina	A	Stamina	A
Attack	A	Magic	D	Attack	A	Attack	A
Defense	A	Magic Defense	A	Defense	A	Defense	A
Technique	C	Incantation	D	Technique	C	Technique	C
Vitality	A	Sword of Magic	D	Vitality	A	Vitality	A
SIGNATURE SKILL				FREEZE			
Stun							



## Equipment

Type

HEAD PROTECTION	Heavy
BODY PROTECTION	Heavy
HAND PROTECTION	Heavy
FOOT PROTECTION	Heavy

## Co-Op Attack

Participants

SACRED GREENHORN	Nikea



# Genoh

## Notes

Like Byakuren, Genoh is a large-size character that takes up two slots, and is in many ways the stronger of the two. He has more HP, Strength, Luck, and Magic Defense, but is of course slower and lacks Evasion. He doesn't wear armor (except accessories) and has no weapon to forge, but does come with a signature rune that protects the whole party from status effects.

## Recruitment

JOINS AT LEVEL 35

Talk to the townsfolk of Beaver's Lodge until you hear rumors of "the boss," then ask Fuwalafuwalu about them. After that find Genoh at the end of the Waterfall Basin area southeast of Beaver Lodge. Genoh will join if you're accompanied by an elderly character (such as Alhazred, Galleon, Wabon, and Levi). That character must be within 95% of the Hero's level.

## Stats

Level 50

HP	688	STR	443	PDF	248
		SKL	148	MDF	255
		MAG	103	SPD	50
		EVA	54	LUC	201

## Runes

Affinities

HEAD	SUN: D	SOUND: D
Parent Turtle Rune	FIRE: D	HOLY: D
R. HAND	LIGHTNING: D	DARK: D
WIND: D	SLICE: B	
L. HAND	WATER: A	THRUST: B
EARTH: D	PUNCH: B	
STAR: E	SHOOT: B	

## Equipment

Type

HEAD PROTECTION	--
BODY PROTECTION	--
HAND PROTECTION	--
FOOT PROTECTION	--

## Co-Op Attack

Participants

Oops!	Viki

## Weapons

Stats

Tackle	Light Sword	Medium Sword	Great Sword
Range	Lv. 1 20	Lv. 7 120	Lv. 13 220
Combo Max	Lv. 2 30	Lv. 8 130	Lv. 14 230
Properties	Lv. 3 45	Lv. 9 140	Lv. 15 240
	Lv. 4 60	Lv. 10 155	Lv. 16 255
	Lv. 5 75	Lv. 11 170	
	Lv. 6 85	Lv. 12 185	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	SS	Agility	D	Stamina	SS	Stamina	SS
Attack	B	Magic	B	Attack	S	Attack	SS
Defense	SS	Magic Defense	A	Defense	A	Defense	A
Technique	C	Incantation	B	Technique	SS	Technique	S
Vitality	C	Sword of Magic		Vitality		Vitality	
		Feng Shui				Thunder Spell	
SIGNATURE SKILL				--			

# Georg Prime

## Notes

Georg Prime is one of the game's most powerful characters, and not only because his level is always higher than everyone else's. Even if the levels are equal, Georg has the highest Strength of any normal-sized character, the highest Skill of any short- or medium-range character and, thanks to a lot of Luck and the Killer Rune, gets more critical hits than anybody. On the battlefield he's a competent leader, but an even better second-in-command, offering a record high +9 boost to the unit's attack score.

The problem with Georg is that he doesn't really serve you, and comes and goes as he pleases. Put him in your party whenever you have the chance, but make sure to develop a bench full of other heavy hitters so you won't be stuck when he suddenly disappears.

## Stats

Level 50

HP	461	STR	353	PDF	50
		SKL	348	MDF	54
		MAG	103	SPD	206
		EVA	201	LUC	201

## Runes

Affinities

HEAD	SUN: D	SOUND: D
R. HAND	FIRE: C	HOLY: D
Killer Rune	LIGHTNING: C	DARK: D
L. HAND	WIND: C	SLICE: C
Gained at Lv. 35	WATER: D	THRUST: C
	EARTH: C	PUNCH: C
	STAR: E	SHOOT: C

## Weapons

Stats

Iai Sword	Light Sword	Medium Sword	Great Sword
Range	Lv. 1 20	Lv. 7 120	Lv. 13 220
Combo Max	Lv. 2 30	Lv. 8 130	Lv. 14 230
Properties	Lv. 3 45	Lv. 9 140	Lv. 15 240
Weapon Defense	Lv. 4 60	Lv. 10 155	Lv. 16 255
Thrust Back	Lv. 5 75	Lv. 11 170	
	Lv. 6 85	Lv. 12 185	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	A	Agility	A	Stamina	S	Stamina	SS
Attack	S	Magic	D	Attack	S	Attack	SS
Defense	A	Magic Defense	D	Defense	A	Defense	A
Technique	A	Incantation	A	Technique	A	Technique	S
Vitality	SS	Sword of Magic	A	Vitality	A	Vitality	
		Feng Shui	S			Thunder Spell	
SIGNATURE SKILL				COMBAT TEACHER			
Receive combat training anywhere							

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants

FLASH OF STEEL	Kyle
MAZE OF STEEL	Kyle Miakis Galleon
FATE	Lorelai Killey Viki
FALENA'S FINEST	Hero Lyon Kyle Miakis Galleon









# Hazuki

## Notes

Hazuki is a late-game short-range fighter who is unusually speedy and skilled, but not quite as damaging as her rival, Belcote. What makes her interesting is the excellent Sickie Rune, which allows her to target a back-row enemy and deal damage to every enemy in between. She also shares an effective Coop Attack with Richard.

## Recruitment

To recruit Hazuki, first visit Port Spinacks without Belcote in your party, and speak to her there. Then add Belcote to your party and speak to her again. The conversation scene that ensues will be longer if you have Marina, Gavaya, and/or Nikea in your party as well.

Stats		Level 50	
HP	422	STR: 226	PDF: 50
		SKL: 334	MDF: 157
		MAG: 103	SPD: 255
		EVA: 152	LUC: 206

Runes		Affinities	
HEAD	SUN: C	SOUND: C	
R. HAND	FIRE: C	HOLY: C	
Sickle Rune	LIGHTNING: C	DARK: C	
	WIND: C	SLICE: C	
L. HAND	WATER: C	THRUST: C	
Gained at Lv. 25	EARTH: C	PUNCH: C	
	STAR: C	SHOOT: C	

Equipment		Type
HEAD PROTECTION		Medium
BODY PROTECTION		Chain
HAND PROTECTION		Heavy
FOOT PROTECTION		Heavy

Co-Op Attack		Participants
SWORD SAGE		Richard

Weapons		Stats	
Katana		LIGHT SWORD	MEDIUM SWORD
Range	Short	Lv. 1 20	Lv. 7 120
Combo Max	3	Lv. 2 30	Lv. 8 130
Properties		Lv. 3 45	Lv. 9 140
		Lv. 4 60	Lv. 10 155
	Parry	Lv. 5 75	Lv. 11 170
	Thrust Back	Lv. 6 85	Lv. 12 185

Skills		BASIC SKILLS		EPIC SKILLS	
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	A	Stamina	
Attack	S	Magic	C	Attack	A
Defense	B	Magic Defense	C	Defense	
Technique	S	Incantation	D	Technique	
Vitality	A	Sword of Magic	C	Vitality	
SIGNATURE SKILL				Feng Shui	S

# Isabel

## Notes

The Maximilian Knights are a mighty pair and share the most powerful single-target Coop Attack in the game. Isabel lacks her partner's versatility, but has the fortitude to survive frontline combat. The pair are good on the battlefield too, with Isabel leading a competent spear or ram unit and Mathias providing 2 shots of Charge and a Defense boost.

## Recruitment

Anytime after saving Beaver Lodge from the Nether Gate, visit Estrise and approach Babbage's home. Mathias and Isabel will appear briefly, then leave. Return to the Sindar Castle, where Boz and Luserina will tell you about a note from Euram. Agree to his terms, which means dropping everyone but Lyon from your party and warping to Haud. The Maximilian Knights will join you in combat against Euram's men.

Stats		Level 50	
HP	471	STR: 265	PDF: 50
		SKL: 299	MDF: 157
		MAG: 103	SPD: 152
		EVA: 152	LUC: 103

Runes		Affinities	
HEAD	SUN: D	SOUND: D	
R. HAND	FIRE: B	HOLY: D	
Thunder Sword Rune	LIGHTNING: C	DARK: D	
	WIND: C	SLICE: C	
L. HAND	WATER: C	THRUST: C	
Gained at Lv. 30	EARTH: C	PUNCH: C	
	STAR: E	SHOOT: C	

Weapons		Stats	
Zweihander		LIGHT SWORD	MEDIUM SWORD
Range	Short	Lv. 1 20	Lv. 7 120
Combo Max	3	Lv. 2 30	Lv. 8 130
Properties		Lv. 3 45	Lv. 9 140
		Lv. 4 60	Lv. 10 155
	Weapon Defense	Lv. 5 75	Lv. 11 170
		Lv. 6 85	Lv. 12 185

Skills		BASIC SKILLS		EPIC SKILLS	
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	A	Agility	A	Stamina	S
Attack	A	Magic	C	Attack	
Defense	A	Magic Defense	D	Defense	A
Technique	A	Incantation	C	Technique	
Vitality	A	Sword of Magic	B	Vitality	
SIGNATURE SKILL				Feng Shui	S



Equipment		Type
HEAD PROTECTION		Heavy
BODY PROTECTION		Heavy
HAND PROTECTION		Heavy
FOOT PROTECTION		Heavy

Co-Op Attack		Participants
MAXIMILIAN		Mathias
CONCEIT		Cathari Zerase





# Isato

## Notes

Isato and Urda are virtually identical characters. Both are sturdy long-range fighters who join you very late in the game. If you want to spend time, money and skill points getting them into combat shape, their Barrage skill, Great Hawk Runes and Coop Attack will make them an excellent pair when battling large groups of enemies.

## Recruitment

You can permanently recruit Isato, Urda and Haswar only after the "New Queen's Campaign" battle. Visit the North Lunas Woods with Takamu in your party, and he'll find a secret path. On the other side you'll meet Urda, who you can escort back to Lunas to meet with Isato and Haswar. When you lead Haswar out of the forest, you'll recruit the two elves as well.

Stats		{ Level 50 }	
HP	STR:	206	PDF: 50
	SKL:	248	MDF: 255
	MAG:	255	SPD: 201
	EVA:	150	LUC: 103

Runes		{ Affinities }	
HEAD	Gained at Lv. 50	SUN: B	SOUND: B
R. HAND	Great Hawk Rune	FIRE: D	HOLY: B
L. HAND	Gained at Lv. 1	LIGHTNING: C	DARK: B
		WIND: B	SLICE: C
		WATER: B	THRUST: C
		EARTH: B	PUNCH: C
		STAR: B	SHOOT: A

Equipment		{ Type }
HEAD PROTECTION		Light
BODY PROTECTION		Light
HAND PROTECTION		Medium
FOOT PROTECTION		Medium

Co-Op Attack		{ Participants }
SHINING SCALP		Wabon Alhazred
ARROW STORM		Urda

Weapons		{ Stats }
Bow	Light Sword	Lv. 1 20
	Medium Sword	Lv. 7 120
	Great Sword	Lv. 13 210
	Range	Lv. 2 30
	Combo Max	Lv. 8 135
	Properties	Lv. 14 220
		Lv. 15 230
		Lv. 16 245
		Lv. 17 255
		Lv. 18 265
		Lv. 19 275
		Lv. 20 285

Skills		{ Physical } { Magical } { Both }
BASIC SKILLS		
Stamina	C	Agility A
Attack	B	Magic B
Defense	D	Magic Defense A
Technique	A	Incantation
Vitality	C	Sword of Magic
SIGNATURE SKILL		BARRAGE
Multiple arrow attack		

# Jeane

## Notes

In terms of sheer magic power, Jeane is tied with Viki as your party's third-strongest mage. Since she doesn't come with a high-level magic rune, and she's missing a skill slot, you may prefer to focus on the other top mages. But Jeane will prove more than useful, running the castle rune shop and providing a shot of the long-range Thunder spell in military combat.

## Recruitment

An event or so after the battle in Lelcar, Jeane will take over the rune shop in Lelcar's charred western islet. If you've spoken to the guard in the Big Hole (west of Rainwall), she'll ask you to escort her into the hole and through one treasure-filled level of the Underground Ruins.

Stats		{ Level 50 }	
HP	STR:	118	PDF: 50
	SKL:	150	MDF: 304
	MAG:	383	SPD: 152
	EVA:	150	LUC: 103

Runes		{ Affinities }	
HEAD	Charm Rune	SUN: B	SOUND: C
R. HAND	Lightning Rune	FIRE: B	HOLY: C
L. HAND	Gained at Lv. 1	LIGHTNING: A	DARK: B
		WIND: B	SLICE: C
		WATER: A	THRUST: C
		EARTH: B	PUNCH: B
		STAR: A	SHOOT: C

Weapons		{ Stats }
Wand	Light Sword	Lv. 1 5
	Medium Sword	Lv. 7 70
	Great Sword	Lv. 13 160
	Range	Lv. 2 10
	Combo Max	Lv. 8 80
	Properties	Lv. 14 170
		Lv. 15 185
		Lv. 16 200
		Lv. 17 215
		Lv. 18 230
		Lv. 19 245
		Lv. 20 260

Skills		{ Physical } { Magical } { Both }
BASIC SKILLS		
Stamina	C	Agility B
Attack	C	Magic SS
Defense	C	Magic Defense S
Technique	C	Incantation S
Vitality	C	Sword of Magic A
SIGNATURE SKILL		RUNE SAGE
Equip/remove Runes anywhere		



Equipment		{ Type }
HEAD PROTECTION		Light
BODY PROTECTION		Robes
HAND PROTECTION		Light
FOOT PROTECTION		Light

Co-Op Attack		{ Participants }
KISS GOODBYE		Sialeeds Nelis
KISS GOODNIGHT		Sharmista Nelis





# Josephine

## Notes

Mages who wield short-range weapons are typically too vulnerable in the front row and ineffective (unless they're casting spells) in the back row. Josephine's Red Rose Rune gives her a bit more frontline power than most, and makes her a viable party character early in the game, before you get Viki, Zerase, Levi, and Eresh. In military battles, Josephine is a

## Recruitment

JOINS AT LEVEL 5

Josephine is one of the earliest characters you can recruit. Talk to her in Haud Vaillage after you get situated in Rainwall, when Sialeeds is in your party and back in her normal costume. Alternatively, you can recruit her much later in the game with Shula, Sharmista, or Nifsara in your party

## Stats

Level 50

HP	STR: 118	PDF: 50
304	SKL: 248	MDF: 304
	MAG: 304	SPD: 152
	EVA: 199	LUC: 54

## Runes

Affinities

HEAD	SUN: B	SOUND: B
Gained at Lv. 40	FIRE: B	HOLY: B
R. HAND	LIGHTNING: B	DARK: B
Red Rose Rune	WIND: B	SLICE: C
L. HAND	WATER: B	THRUST: C
Gained at Lv. 20	EARTH: B	PUNCH: B
	STAR: B	SHOOT: B

## Equipment

Type

HEAD PROTECTION	Light
BODY PROTECTION	Clothes
HAND PROTECTION	Light
FOOT PROTECTION	Light

## Co-Op Attack

Participants


## Weapons

Stats

Parasol	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1 10	Lv. 7 110	Lv. 13 200
Combo Max: 3	Lv. 2 15	Lv. 8 120	Lv. 14 210
Properties:	Lv. 3 30	Lv. 9 130	Lv. 15 220
	Lv. 4 45	Lv. 10 150	Lv. 16 230
	Lv. 5 55	Lv. 11 165	
	Lv. 6 75	Lv. 12 180	

## Skills

Physical, Magical, Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	D	Agility	C	Stamina		Stamina	
Attack	C	Magic	A	Attack		Attack	
Defense	D	Magic Defense	A	Defense		Defense	S
Technique	D	Incantation	S	Technique		Technique	
Vitality	D	Sword of Magic	A	Vitality		Vitality	A
SIGNATURE SKILL				--			

# Killey

## Notes

Killey has all-around good stats, but as a long-range character he faces tough competition for a back-row slot in your party. He makes more of an impact as a military second- or third-in-command; pair him Josephine and they can cast Rage four times! With that many spells, his rune archery unit won't ever need to touch their bows.

## Recruitment

JOINS AT LEVEL 35

Recruiting Killey is a three-stage process. First, free him from Agate Prison by returning there with Cius or Lelei. Then, after acquiring your headquarters, try to leave via the east bridge with Zweig and Lorelai, and escort him to the room at the top of your castle. If you've done these things by the time you enter the Twilight Forest Ruins, he'll join you. If not, you can do them afterward and meet him at the Ceras Lake Ruins sluice gate.

## Stats

Level 50

HP	STR: 295	PDF: 50
314	SKL: 324	MDF: 201
	MAG: 250	SPD: 255
	EVA: 103	LUC: 206

## Runes

Affinities

HEAD	SUN: C	SOUND: B
Gained at Lv. 55	FIRE: B	HOLY: C
R. HAND	LIGHTNING: B	DARK: B
Gained at Lv. 1	WIND: C	SLICE: C
L. HAND	WATER: C	THRUST: C
Rage Rune	EARTH: B	PUNCH: C
	STAR: B	SHOOT: B

## Weapons

Stats

Needle	Light Sword	Medium Sword	Great Sword
Range: Long	Lv. 1 20	Lv. 7 120	Lv. 13 210
Combo Max: 1	Lv. 2 30	Lv. 8 135	Lv. 14 220
Properties:	Lv. 3 45	Lv. 9 145	Lv. 15 230
	Lv. 4 60	Lv. 10 160	Lv. 16 245
	Lv. 5 80	Lv. 11 170	
	Lv. 6 100	Lv. 12 185	

## Skills

Physical, Magical, Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	A	Stamina		Stamina	
Attack	A	Magic	A	Attack	A	Attack	
Defense	C	Magic Defense	B	Defense		Defense	A
Technique	A	Incantation	A	Technique		Technique	A
Vitality	B	Sword of Magic		Vitality	A	Vitality	
SIGNATURE SKILL				TREASURE HUNT			
War trophy after battle							



## Equipment

Type

HEAD PROTECTION	Light
BODY PROTECTION	Clothes
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants

SINDAR SURGE	Lorelai Zweig
FATE	Georg Lorelai Viki





# Kisara

## Notes

Kisara is a talented spellcaster with a particular affinity for water-based runes. Unfortunately, she relies on a short-range weapon but doesn't have the defensive stats or armor to survive frontline combat. Good synergy with the rest of her family makes them worth using as a team, but Kisara isn't very effective solo, unless it's as a Water Rune-using healer in your entourage. Put her to good use in naval battles, where she can lead a strong archery ship with the rest of her family.

## Recruitment

Kisara will join you after the "Intercepting Luger's Fleet" battle that occurs while you're based at Rainwall.

Stats	Level 50
HP	353
STR	108
SKL	150
MAG	304
EVA	150
PDF	50
MDF	255
SPD	152
LUC	103

Runes	Affinities
HEAD Gained at Lv. 1	SUN: B FIRE: B LIGHTNING: B WIND: C WATER: A EARTH: B STAR: B
R. HAND Gained at Lv. 1	SOUND: B HOLY: B DARK: B SLICE: C THRUST: C PUNCH: B SHOOT: B
L. HAND Gained at Lv. 50	

Equipment	Type
HEAD PROTECTION	Light
BODY PROTECTION	-Light-
HAND PROTECTION	Light
FOOT PROTECTION	Medium

Co-Op Attack	Participants
FAMILY	Logg Lun

Weapons	Stats
Mooring Rope	Light Sword Medium Sword Great Sword
Range	Short
Combo Max	2
Properties	Weapon Defense
	Lv. 1 20 Lv. 7 120 Lv. 13 210
	Lv. 2 30 Lv. 8 135 Lv. 14 220
	Lv. 3 45 Lv. 9 145 Lv. 15 230
	Lv. 4 60 Lv. 10 160 Lv. 16 245
	Lv. 5 80 Lv. 11 170
	Lv. 6 100 Lv. 12 185

Skills	Physical	Magic	Both
BASIC SKILLS			
Stamina	C	Agility	C
Attack	C	Magic	A
Defense	C	Magic Defense	A
Technique	B	Incantation	S
Vitality	B	Sword of Magic	SS
SIGNATURE SKILL			--

# Kyle

## Notes

Kyle is a strange hybrid of warrior and healer, mixing slightly-above-average combat stats with a high magic score and a built-in Water Rune. He combos nicely with Georg (and late on, other fellow Queen's Knights) but there are far stronger characters for frontline slots when you aren't using Queen's Knight-themed parties. Kyle is one of many infantry/combat ship leaders in military battles, but his Recovery skill instead of the usual Charge gives his unit a welcome bit of versatility.

## Recruitment

After parting in Sol-Falena, Kyle will catch up with your party in Rainwall and join you automatically.

Stats	Level 50
HP	368
STR	216
SKL	250
MAG	250
EVA	201
PDF	50
MDF	157
SPD	152
LUC	54

Runes	Affinities
HEAD Gained at Lv. 55	SUN: B FIRE: C LIGHTNING: B WIND: B WATER: A EARTH: C STAR: B
R. HAND Water Rune	SOUND: B HOLY: B DARK: B SLICE: C THRUST: C PUNCH: C SHOOT: C
L. HAND Gained at Lv. 20	

Weapons	Stats
Katana	Light Sword Medium Sword Great Sword
Range	Short
Combo Max	2
Properties	Parry Thrust Back
	Lv. 1 10 Lv. 7 110 Lv. 13 200
	Lv. 2 15 Lv. 8 120 Lv. 14 210
	Lv. 3 30 Lv. 9 130 Lv. 15 220
	Lv. 4 45 Lv. 10 150 Lv. 16 230
	Lv. 5 55 Lv. 11 165
	Lv. 6 75 Lv. 12 180

Skills	Physical	Magic	Both
BASIC SKILLS			
Stamina	A	Agility	S
Attack	S	Magic	A
Defense	S	Magic Defense	B
Technique	A	Incantation	S
Vitality	B	Sword of Magic	SS
SIGNATURE SKILL			--



Equipment	Type
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
FLASH OF STEEL	Georg
MAZE OF STEEL	Georg Miakis Galleon
FALENA'S FINEST	Hero Lyon Georg
	Miakis Galleon





# Lance

## Notes

Lance is Roog's Dragon Horse Mount. She does a bit more damage than Flail, but isn't as resistant to physical attack. Like Flail, she provides decent offensive and defensive stats without the need to buy armor or forge weaponry. Her Coop Attack with Roog is the least useful of the Dragon Horse Cavalry special attacks, but still hits a column of foes for above-normal damage.

## Recruitment

When Craig joins your army, he'll bring Flail and Lance with him. This will occur either before or after the battle at your headquarters in Chapter 5, depending on whether you abandoned it or defended it.

Stats		Level 50	
HP	540	STR: 325	PDF: 246
		SKL: 201	MOF: 157
		MAG: 54	SPD: 201
		EVA: 152	LUC: 103

Runes		Affinities	
HEAD	Gained at Lv. 45	SUN: D	SOUND: C
R. HAND		FIRE: E	HOLY: E
L. HAND		LIGHTNING: E	DARK: E
		WIND: E	SLICE: B
		WATER: B	THRUST: B
		EARTH: E	PUNCH: A
		STAR: E	SHOOT: B

Equipment		Type
HEAD PROTECTION		--
BODY PROTECTION		--
HAND PROTECTION		--
FOOT PROTECTION		--

Co-Op Attack		Participants
STAMPEDE		Ax Flail
SCARLET CHARGE		Roog

Weapons		Stats
Claws		
Range	Short	
Combo Max	3	
Properties		

Skills		Physical	Magical	Both
BASIC SKILLS				
Stamina	S	Agility	A	
Attack	S	Magic		
Defense	A	Magic Defense		
Technique	B	Incantation		
Vitality	B	Sword of Magic		
SIGNATURE SKILL		DRAGON SPECIAL		
Cluster attack for Dragon Horse				

# Lelei

## Notes

As Lucretia's guard and protégé, Lelei has picked up several tricks from her master. She is a little soft for a frontline fighter, but Lelei can do damage with her Viper Rune and is a competent spellcaster. Her Analyze skill can discern the weaknesses of her foes, even from your entourage, and she leads an archer unit or archery ship with a respectable B-ranking. She even fills in as tactician.

## Recruitment

As Lucretia's personal guard, Cius and Lelei will join you when Lucretia does, after you rescue her from Agate Prison in Chapter 2.

Stats		Level 50	
HP	363	STR: 167	PDF: 50
		SKL: 152	MOF: 157
		MAG: 250	SPD: 152
		EVA: 152	LUC: 103

Runes		Affinities	
HEAD		SUN: B	SOUND: B
R. HAND	Killer Rune	FIRE: B	HOLY: B
L. HAND	Gained at Lv. 35	LIGHTNING: B	DARK: B
		WIND: C	SLICE: C
		WATER: C	THRUST: C
		EARTH: C	PUNCH: C
		STAR: B	SHOOT: C

Weapons		Stats
Rapier		
Range	Short	
Combo Max	4	
Properties		

Skills		Physical	Magical	Both
BASIC SKILLS				
Stamina	B	Agility	A	
Attack	A	Magic	A	
Defense	A	Magic Defense	B	
Technique	A	Incantation	A	
Vitality	B	Sword of Magic	C	
SIGNATURE SKILL		ANALYZE		
Reveal enemy status				



Equipment		Type
HEAD PROTECTION		Heavy
BODY PROTECTION		Heavy
HAND PROTECTION		Heavy
FOOT PROTECTION		Heavy

Co-Op Attack		Participants
LOCKDOWN		Cius





# Levi

## Notes

Levi isn't quite as powerful a mage as Zerase, Viki, Jeane, and Eresh, but his Magic score is nothing to sneeze at, and neither are his pre-installed Pale Gate Rune and Mother Earth Rune. Levi is important in other ways too; he opens the magic training shop at your castle, he helps you recruit other key characters, and he leads a Rage magic-based B-rank rune archery unit at war. Recruit him at the earliest opportunity!

## Recruitment

JOINS AT  
LEVEL HERO + 3

You'll find Levi and his assistant Bergen doing some research in the Big Hole west of Rainwall. They won't join you until after the Doraat Siege, when some unusual rune activity will pique Levi's curiosity. Simply speak to him at that point to seal the deal.

## Stats

Level 50

HP	STR: 118	PDF: 50
	SKL: 101	MDF: 304
	MAG: 363	SPD: 152
	EVA: 150	LUC: 103
304		

## Runes

Affinities

HEAD	SUN: B	SOUND: B
Pale Gate Rune	FIRE: A	HOLY: B
R. HAND	LIGHTNING: A	DARK: A
Mother Earth Rune	WIND: A	SLICE: C
L. HAND	WATER: A	THRUST: C
Gained at Lv. 1	EARTH: A	PUNCH: C
	STAR: B	SHOOT: B

## Equipment

Type

HEAD PROTECTION	Light
BODY PROTECTION	Robes
HAND PROTECTION	Light
FOOT PROTECTION	Medium

## Weapons

Stats

Staff	Light Sword	Medium Sword	Great Sword
Range: Long	Lv. 1 5	Lv. 7 70	Lv. 13 180
Combo Max: 1	Lv. 2 10	Lv. 8 80	Lv. 14 170
Properties: Weapon Defense	Lv. 3 20	Lv. 9 90	Lv. 15 185
	Lv. 4 30	Lv. 10 115	Lv. 16 200
	Lv. 5 40	Lv. 11 125	
	Lv. 6 50	Lv. 12 140	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	C	Agility	D	Stamina	A	Attack	SS
Attack	C	Magic	SS	Attack	A	Defense	SS
Defense	D	Magic Defense	S	Defense	A	Technique	SS
Technique	C	Incantation	S	Technique	A	Vitality	SS
Vitality	D	Sword of Magic		Vitality	A	Thump Speed	
SIGNATURE SKILL				TUTOR			
Receive magic training anywhere							

## Co-Op Attack

Participants

PRIDE OF MAGIC	Zerase

# Logg

## Notes

At Raftfleet and your castle, Logg provides transportation to all areas adjacent to Falena's rivers. In combat, he provides savage, mid-range hits with an anchor on a chain. His stats are average (save for his abnormally high HP) but his value rises when he's teamed with Lun and Kisara, since he shares two versatile Coop Attacks with his family. At war Logg leads an archery unit or ship. You're better off putting Kisara in charge and Logg in the second slot.

## Recruitment

JOINS AT  
LEVEL 5 5

You'll meet Logg and Lun first in Lunas, then again in Raftfleet. After temporarily aiding you on various errands, the pair will join the party for the quest to break into Agate Prison.

## Stats

Level 50

HP	STR: 265	PDF: 50
476	SKL: 201	MDF: 157
	MAG: 103	SPD: 152
	EVA: 103	LUC: 103

## Runes

Affinities

HEAD	SUN: C	SOUND: C
R. HAND	FIRE: D	HOLY: C
Water Rune	LIGHTNING: C	DARK: C
L. HAND	WIND: C	SLICE: C
Gained at Lv. 35	WATER: A	THRUST: C
	EARTH: D	PUNCH: C
	STAR: C	SHOOT: C

## Weapons

Stats

Anchor	Light Sword	Medium Sword	Great Sword
Range: Medium	Lv. 1 20	Lv. 7 120	Lv. 13 210
Combo Max: 2	Lv. 2 30	Lv. 8 135	Lv. 14 220
Properties: Weapon Defense	Lv. 3 45	Lv. 9 145	Lv. 15 230
	Lv. 4 60	Lv. 10 160	Lv. 16 245
	Lv. 5 80	Lv. 11 170	
	Lv. 6 100	Lv. 12 185	

## Skills

Physical Magical Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	S	Agility	A	Stamina	A	Attack	A
Attack	A	Magic	D	Attack	A	Defense	A
Defense	A	Magic Defense	A	Defense	A	Technique	A
Technique	C	Incantation	D	Technique	A	Vitality	A
Vitality	A	Sword of Magic		Vitality	A	Thump Speed	
SIGNATURE SKILL				--			

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants

DAD AND DAUGHTER	Lun
FAMILY	Lun Kisara





# Lorelai

## Notes

This Suikoden veteran has fewer hit points and lower technique scores than Zweig, her archaeology buddy, but is quicker, has better magical defense, and deals more damage. But there's no reason to choose between them, as their Treasure Hunt skills compliment each other and they can perform a good Coop Attack when you add Killey to the group.

## Recruitment

You'll first meet Lorelai at the Ceras Lake Ruins, where she'll journey with you if you can prove your worth in a one-on-one dual. You'll part ways shortly after that, but you'll find her again the next time Lucretia sends you to the ruins, and that time she'll join your permanently.

Stats	Level 50
HP	314
STR	206
SKL	152
MAG	250
EVA	152
PDF	50
MDF	250
SPD	201
LUC	103

Runes	Affinities
HEAD Gained at Lv. 55	SUN: B, FIRE: B, LIGHTNING: C, WIND: B, WATER: C, EARTH: B, STAR: B
R. HAND Drain Rune	SOUND: B, HOLY: C, DARK: C, SLICE: C, THRUST: C, PUNCH: B, SHOOT: C
L. HAND Lightning Rune	

Equipment	Type
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
SINDAR SURGE	Zweig Killey
FATE	Georg Killey Viki

Weapons	Stats
Whip	
Range	Medium
Combo Max	2
Properties	
Weapon Defense	
	Light Sword: Lv. 1 10, Medium Sword: Lv. 7 110, Great Sword: Lv. 13 190
	Lv. 2 20, Lv. 8 125, Lv. 14 210
	Lv. 3 35, Lv. 9 140, Lv. 15 230
	Lv. 4 50, Lv. 10 160, Lv. 16 250
	Lv. 5 75, Lv. 11 170
	Lv. 6 90, Lv. 12 180

Skills	Physical	Magical	Both
BASIC SKILLS			
Stamina	B		
Attack	B		
Defense	A		
Technique	A		
Vitality	B		
EPIC SKILLS			
Stamina	A		
Attack	A		
Defense	A		
Technique	A		
Vitality	A		
SIGNATURE SKILL			
TREASURE HUNT			
War trophy after battle			

# Lu

## Notes

Lu is a lot of fun, but since you can't recruit her permanently until very late in the game, you'll have to spend some time getting her up to speed. When you do you'll find her to be one of the most powerful long-range characters in the game, as her auto crossbow is capable of firing up to four times per attack (most long-range weapons only fire once; Sagiri is the other exception).

## Recruitment

Complete the recruitment quests of both Sorensen and Babbage. After Babbage gets the elevator up and running, escort Sorensen back to Babbage's house, where you'll find Lu looking frantically for the lost gear. Help her find it (in a crate by the door) and she'll join you. Better late than never!

Stats	Level 50
HP	226
STR	157
SKL	363
MAG	103
EVA	206
PDF	50
MDF	250
SPD	251
LUC	206

Runes	Affinities
HEAD Gained at Lv. 1	SUN: C, FIRE: C, LIGHTNING: C, WIND: C, WATER: C, EARTH: D, STAR: C
R. HAND Gained at Lv. 1	SOUND: C, HOLY: C, DARK: C, SLICE: C, THRUST: C, PUNCH: C, SHOOT: C
L. HAND Mischievous Rune	

Weapons	Stats
Auto Crossbow	
Range	Long
Combo Max	4
Properties	
	Light Sword: Lv. 1 20, Medium Sword: Lv. 7 120, Great Sword: Lv. 13 210
	Lv. 2 30, Lv. 8 135, Lv. 14 220
	Lv. 3 45, Lv. 9 145, Lv. 15 230
	Lv. 4 60, Lv. 10 160, Lv. 16 245
	Lv. 5 80, Lv. 11 170
	Lv. 6 100, Lv. 12 185

Skills	Physical	Magical	Both
BASIC SKILLS			
Stamina	C		
Attack	C		
Defense	C		
Technique	C		
Vitality	C		
EPIC SKILLS			
Stamina			
Attack			
Defense			
Technique			
Vitality			
SIGNATURE SKILL			
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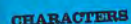


Equipment	Type
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
SHOOT AND SMASH	Sorensen
TEEN REBELLION	Shoon Faylen



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### Non-Combat

A-F

### Non-Combat

G-L

**Non-Combat  
M-R**

11

### Non-Combat

Lun is an average mid-range fighter and a good spellcaster, particularly early in the game. To make the best use out of Lun, group her with Logg, Kisara, and Subala, a well-rounded team that will have three diverse Coop Attacks to choose from. Lun can use Recover twice in military combat, so a Kisara/Logg/Lun archery ship makes for an effective and well-rounded unit in naval combat.

JOINS AT  
LEVEL 5

You'll meet Logg and Lun first in Lunas, then again in Raftfleet. After temporarily aiding you on various errands, the pair will join the party for the quest to break into Agate Prison.

### { Level 50 }

STR: -----	167	PDF: -----	50
SKL: -----	201	MPF: -----	250
MAG: -----	250	SPD: -----	201
EVA: -----	152	LUC: -----	103

### { Affinities }

	<b>HEAD</b>	Gained at Lv. 55	SUN: ----- C	SOUND: ----- C
	<b>R. HAND</b>	Gained at Lv. 25	FIRE: ----- B	HOLY: ----- C
	<b>L. HAND</b>	Fire Rune	LIGHTNING: ----- C	DARK: ----- C
			WIND: ----- C	SLICE: ----- C
			WATER: ----- B	THRUST: ----- B
			EARTH: ----- C	PUNCH: ----- C
			STAR: ----- C	SHOOT: ----- C

## { Type }

Equipment		Level of Protection
	<b>HEAD PROTECTION</b>	Light
	<b>BODY PROTECTION</b>	Light
	<b>HAND PROTECTION</b>	Medium
	<b>FOOT PROTECTION</b>	Medium

### Participants

<b>DAD AND DAUGHTER</b>	Logg
<b>FAMILY</b>	Logg Kisara
<b>PETTY RIVALS</b>	Subala

### { Stats }

	Light Sword	Medium Sword	Great Sword
Range ----- Medium	Lv. 1 10	Lv. 7 110	Lv. 13 190
Combo Max ----- 2	Lv. 2 20	Lv. 8 125	Lv. 14 210
Properties -----	Lv. 3 35	Lv. 9 140	Lv. 15 230
Weapon Defense •	Lv. 4 50	Lv. 10 160	Lv. 16 250
	Lv. 5 75	Lv. 11 170	
	Lv. 6 90	Lv. 12 180	

**■ = PHYSICAL   ■ = MAGICAL   ■ = BOTH**

BASIC SKILLS				EPIC SKILLS			
Skill	Grade	Skill	Grade	Skill	Grade	Skill	Grade
Stamina	C	Agility	A	Stamina		Stamina	A
Attack	B	Magic	B	Attack		Attack	
Defense	C	Magic Defense	B	Defense		Defense	
Technique	A	Incantation	A	Technique		Technique	
Vitality	A	Sword of Magic		Vitality	A	Vitality	
				Piercing Shot		Thumb Speed	

SIGNATURE SKILL

Column attack for spear weapons

PIERCE

## Notes



Lyon is your first party member and a near-constant companion on your quest. Her combat stats are generally above average and she can learn a wide variety of skills up to the S Rank. However, she shares the hero's physical frailty, and should be given the best armor available. She also suffers somewhat from a lack of rune slots—she doesn't get her second slot until level 45.

Lyon has good synergy with the hero, protecting him if he's low on health, entering the Fury status if he's killed, and sharing a useful Coop Attack that does additional damage with no drawback. In military battles she usually serves as the hero's second-in-command, adding two uses of the Charge ability to his infantry or combat ship unit.

**{ Level 50 }**

HP	STR: ----- 211	PDF: ----- 50
	SKL: ----- 250	PDF: ----- 157
	MAG: ----- 201	SPD: ----- 201
	EVA: ----- 152	LUC: ----- 103

## { Affinities }

	<b>HEAD</b> Gained at Lv. 45	SUN: ----- A	SOUND: ----- C
	<b>R. HAND</b> Gained at Lv. 1	FIRE: ----- B	HOLY: ----- B
	<b>L. HAND</b>	LIGHTNING: ----- B	DARK: ----- C
		WIND: ----- B	SLICE: ----- C
		WATER: ----- B	THRUST: ----- C
		EARTH: ----- B	PUNCH: ----- C
		STAR: ----- C	SHOOT: ----- C

### { Stats }

Nagamaki		Light Sword		Medium Sword		Great Sword	
Range -----	Medium	Lv. 1	10	Lv. 7	110	Lv. 13	190
Combo Max -----	5	Lv. 2	20	Lv. 8	125	Lv. 14	210
Properties -----		Lv. 3	35	Lv. 9	140	Lv. 15	230
Weapon Defense •		Lv. 4	50	Lv. 10	160	Lv. 16	250
		Lv. 5	75	Lv. 11	170		
		Lv. 6	90	Lv. 12	180		

■ = PHYSICAL   ■ = MAGICAL   ■ = BOTH

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	S	Stamina		Stamina	S
Attack	S	Magic	S	Attack	S	Attack	S
Defense	S	Magic Defense	A	Defense		Defense	A
Technique	S	Incantation	S	Technique		Technique	A
Vitality	A	Sword of Magic	A	Vitality	S	Vitality	S
				Feng Shui	S	Thunder Speed	
SIGNATURE SKILL				--			



## { Type }

	<b>HEAD PROTECTION</b>	Medium
	<b>BODY PROTECTION</b>	Chain
	<b>HAND PROTECTION</b>	Medium
	<b>FOOT PROTECTION</b>	Medium

### Participants

<b>SWORN PROTECTOR</b>	Hero	
<b>HERO</b>	CLYDE OWEN HANKER	EPONA BIGSBY SHIRLEY
<b>FALENA'S FINEST</b>	Hero Georg Kyle	Miakis Galleon



# Maroon

## Notes

Maroon swings a mean hammer when he first joins you, but when you formally befriend him he'll be too low-level, and you'll have many characters with superior stats you could use. Like all Beavers, his saving grace is on the battlefield, where he can lead a ship-sinking Beaver unit and use Gnaw, the naval version of Charge.

## Recruitment

Maroon will accompany you as you attempt to resolve the Lordlake crisis, but returns home afterward. He won't join you again until Beaver Lodge is attacked, when he'll help you protect it and join your permanently afterward.

Stats	Level 50
HP	363
STR	152
SKL	152
MAG	108
EVA	152
PDF	50
MDF	157
SPD	250
LUC	149

Runes	Affinities
HEAD	SUN: C SOUND: D
R. HAND	FIRE: D HOLY: C
L. HAND	LIGHTNING: C DARK: C
	WIND: C SLICE: C
	WATER: A THRUST: C
	EARTH: C PUNCH: C
	STAR: C SHOOT: C

Equipment	Type
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Light
FOOT PROTECTION	--

Co-Op Attack	Participants
BEAVER RUSH	Meroon Miroon Moroon

Weapons	Stats
Mallet	Light Sword Medium Sword Great Sword
Range	Medium
Combo Max	2
Properties	Weapon Defense
	Lv. 1 10 Lv. 7 110 Lv. 13 190
	Lv. 2 20 Lv. 8 125 Lv. 14 210
	Lv. 3 35 Lv. 9 140 Lv. 15 230
	Lv. 4 50 Lv. 10 160 Lv. 16 250
	Lv. 5 75 Lv. 11 170
	Lv. 6 90 Lv. 12 180

Skills	Physical	Magic	Both
BASIC SKILLS			
Stamina	A		
Attack	B	C	
Defense	C	A	
Technique	A	C	
Vitality	A	D	
EPIC SKILLS			
Stamina			
Attack			
Defense			
Technique			
Vitality			
SIGNATURE SKILL			
Toasty bath during battle			

# Mathias

## Notes

The Maximillian Knights are a mighty pair and share the most powerful single-target Coop Attack in the game (Mathias also has a second good Coop Attack with his "fancy lad" buddies). He's pretty good solo too, wearing the heaviest armor and having good stats across the board. His skill at Magic gives him some versatility and allows him to use his Cyclone Rune effectively.

## Recruitment

After saving Beaver Lodge from the Nether Gate, visit Estrise and go to Bab-bage's home. Mathias and Isabel will appear, then leave. Return to the Sindar Castle, where Boz and Luserina tells you about a note from Euram. Agree to his terms, which means dropping everyone but Lyon from your party and warping to Haud. The Maximillian Knights will join you in combat against Euram's men.

Stats	Level 50
HP	461
STR	260
SKL	206
MAG	206
EVA	152
PDF	50
MDF	157
SPD	157
LUC	103

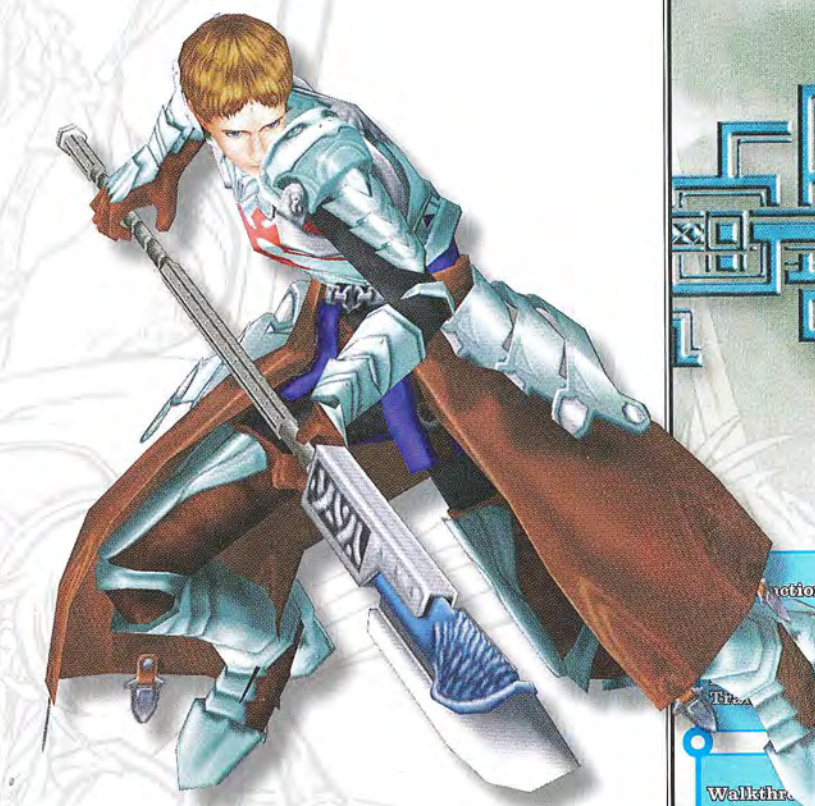
Runes	Affinities
HEAD	SUN: C SOUND: C
R. HAND	FIRE: C HOLY: C
L. HAND	LIGHTNING: C DARK: C
	WIND: C SLICE: C
	WATER: B THRUST: C
	EARTH: C PUNCH: C
	STAR: C SHOOT: C

Weapons	Stats
Pike	Light Sword Medium Sword Great Sword
Range	Medium
Combo Max	2
Properties	Weapon Defense
	Lv. 1 10 Lv. 7 110 Lv. 13 190
	Lv. 2 20 Lv. 8 125 Lv. 14 210
	Lv. 3 35 Lv. 9 140 Lv. 15 230
	Lv. 4 50 Lv. 10 160 Lv. 16 250
	Lv. 5 75 Lv. 11 170
	Lv. 6 90 Lv. 12 180

Skills	Physical	Magic	Both
BASIC SKILLS			
Stamina	A		
Attack	A	B	
Defense	A	A	
Technique	B	B	
Vitality	B	A	
EPIC SKILLS			
Stamina			
Attack			
Defense			
Technique			
Vitality			
SIGNATURE SKILL			
Cluster attack for stick weapons			

Equipment	Type
HEAD PROTECTION	Heavy
BODY PROTECTION	Heavy
HAND PROTECTION	Heavy
FOOT PROTECTION	Heavy

Co-Op Attack	Participants
FANCY LAD	Rahal Dinn
MAXIMILLIAN	Isabel







# Meroon

## Notes

Meroon is the youngest and weakest of the beaver siblings, and has no real combat strengths to boast about. She is more useful on the battlefield, where she can provide her beaver unit with a much-needed life recovery ability.

## Recruitment

After recruiting Maroon, Muroon, and Miroon (possible when your castle expands to its second stage), visit Beaver Lodge and talk to Meroon. Agree to take her to visit Moroon, who is outside the Baska Mine (which you can reach easily via Logg's boat). Take Meroon back to witness the destruction of Beaver Lodge, and both he and Meroon will join your army.

## Stats

Level 50	
HP	295
STR	157
SKL	201
MAG	255
EVA	152
PDF	50
MDF	250
SPD	201
LUC	149

## Runes

Affinities	
HEAD	Gained at Lv. 55
R. HAND	Gained at Lv. 1
L. HAND	Gained at Lv. 1
SUN	C
FIRE	C
LIGHTNING	C
WIND	B
WATER	A
EARTH	B
STAR	B
SOUND	D
HOLY	B
DARK	B
SLICE	C
THRUST	C
PUNCH	C
SHOOT	C

## Equipment

Type	
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Light
FOOT PROTECTION	--

## Skills

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	C	Agility	B	Stamina		Stamina	
Attack	B	Magic	A	Attack		Attack	
Defense	C	Magic Defense	B	Defense		Defense	A
Technique	B	Incantation	A	Technique		Technique	
Vitality	B	Sword of Magic	C	Vitality		Vitality	
SIGNATURE SKILL				BATH			
Toasty bath during battle							

## Co-Op Attack

Participants	
BEAVER RUSH	Maroon Muroon Moroon

# Miakis

## Notes

She is similar to Lyon, but trades strength for a boost in magic. She is also a short-range character, which costs some of Lyon's flexibility, but doesn't affect her ability to perform the Royal Protector Coop Attack. In battle, Miakis is an infantry general that provides her unit a rare speed boost and a shot of the recover ability, both of which make her a great teammate for the Prince.

## Recruitment

After the Doraat Siege battle, you'll pursue Alenia throughout Doraat. Blocking your pursuit will be Miakis, who challenges the hero to a one-on-one dual. If you can win, she'll abandon her previous loyalties and join your army.

## Stats

Level 50	
HP	368
STR	162
SKL	250
MAG	250
EVA	152
PDF	50
MDF	157
SPD	201
LUC	103

## Runes

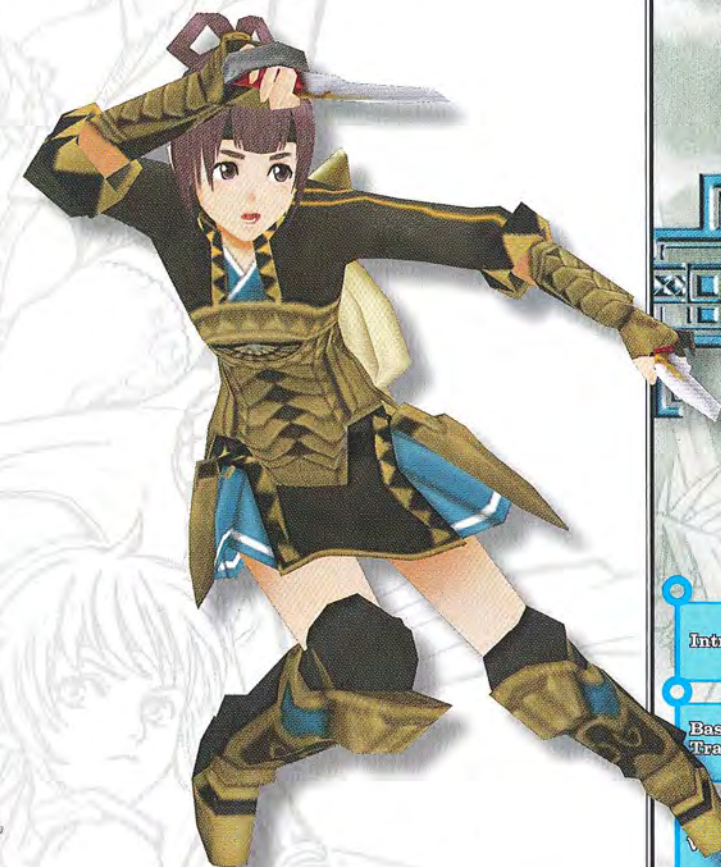
Affinities	
HEAD	Gained at Lv. 45
R. HAND	Gained at Lv. 1
L. HAND	Shield Rune
SUN	C
FIRE	B
LIGHTNING	B
WIND	B
WATER	B
EARTH	B
STAR	B
SOUND	B
HOLY	B
DARK	B
SLICE	C
THRUST	C
PUNCH	C
SHOOT	C

## Weapons

Stats	
Dual Daggers	
Range	Short
Combo Max	5
Properties	Parry Thrust Back
Light Sword	Lv. 1 10
Medium Sword	Lv. 7 110
Great Sword	Lv. 13 200
	Lv. 2 15
	Lv. 8 120
	Lv. 14 210
	Lv. 3 30
	Lv. 9 130
	Lv. 15 220
	Lv. 4 45
	Lv. 10 150
	Lv. 16 230
	Lv. 5 55
	Lv. 11 165
	Lv. 6 75
	Lv. 12 180

## Skills

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	S	Stamina		Stamina	A
Attack	S	Magic	S	Attack	S	Attack	
Defense	B	Magic Defense	A	Defense		Defense	S
Technique	S	Incantation	S	Technique		Technique	A
Vitality	A	Sword of Magic	A	Vitality	S	Vitality	S
SIGNATURE SKILL				--			



## Equipment

Type	
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
MAZE OF STEEL	Georg Kyle Galleon
FRIENDS FOREVER	Roog Rahal
SWORN PROTECTOR	Hero
FALENA'S FINEST	Hero Lyon Georg
	Kyle Galleon





# Miroon

## Notes

Miroon isn't really built for combat, but she can participate in battles as a decent spellcaster if the need arises. Her primary function is running the baths at the Sindar Castle. Visit these baths with full and varied parties of characters, and you may get to witness special conversation events between them.

## Recruitment

After your castle expands to reveal the base floor, add Muroon to your party and visit Miroon in Yashuna's Tricolor Inn. She'll tell you about the lack of hot water, and ask you to explore the caves behind the inn. There you'll discover the problem, and a potential long-term solution. In the meantime, Miroon will agree to take her bathhouse to Sindar Castle.

Stats		{ Level 50 }	
HP	314	STR: 152	PDF: 50
		SKL: 152	MDF: 250
		MAG: 304	SPD: 201
		EVA: 152	LUC: 149

Runes		{ Affinities }	
HEAD	Gained at Lv. 45	SUN: C	SOUND: D
R. HAND	Gained at Lv. 30	FIRE: D	HOLY: B
L. HAND	Gained at Lv. 1	LIGHTNING: D	DARK: B
		WIND: B	SLICE: C
		WATER: A	THRUST: C
		EARTH: B	PUNCH: B
		STAR: B	SHOOT: B

Equipment		{ Type }	
HEAD PROTECTION		Light	
BODY PROTECTION		Light	
HAND PROTECTION		Light	
FOOT PROTECTION		--	

Co-Op Attack		{ Participants }	
BEAVER RUSH		Maroon	Muroon
		Meroon	Muroon

Weapons		{ Stats }	
Mallet		Light Sword	Medium Sword
Range	Medium	Lv. 1 10	Lv. 7 110
Combo Max	2	Lv. 2 20	Lv. 8 125
Properties		Lv. 3 35	Lv. 9 140
Weapon Defense		Lv. 4 50	Lv. 10 160
		Lv. 5 75	Lv. 11 170
		Lv. 6 90	Lv. 12 180

Skills		{ Physical } { Magical } { Both }	
BASIC SKILLS		EPIC SKILLS	
Stamina	D	Agility	C
Attack	B	Magic	A
Defense	C	Magic Defense	B
Technique	B	Incantation	A
Vitality	C	Sword of Magic	Vitality
SIGNATURE SKILL		BATH	
Toasty bath during battle			

# Moroon

## Notes

Moroon is the strongest of the beavers in combat, and he compensates for his almost non-existent magic ability with better-than-average HP, strength, and evasion stats. Despite this, the typical beaver armor limitations make him too fragile for frontline combat. Do try him out, though—he'll completely remix the battle music with his electric guitar.

## Recruitment

After recruiting Maroon, Muroon, and Miroon (possible when your castle expands to its second stage), visit Beaver Lodge and talk to Meroon. Agree to take her to visit Moroon, who is outside the Baska Mine (which you can reach easily via Logg's boat). Take Moroon back to witness the destruction of Beaver Lodge, and both he and Meroon will join your army.

Stats		{ Level 50 }	
HP	412	STR: 250	PDF: 50
		SKL: 201	MDF: 157
		MAG: 59	SPD: 201
		EVA: 201	LUC: 51

Runes		{ Affinities }	
HEAD		SUN: D	SOUND: D
R. HAND	Gained at Lv. 1	FIRE: D	HOLY: D
L. HAND	Gained at Lv. 40	LIGHTNING: C	DARK: D
		WIND: C	SLICE: C
		WATER: A	THRUST: C
		EARTH: C	PUNCH: C
		STAR: D	SHOOT: C

Weapons		{ Stats }	
Guitar		Light Sword	Medium Sword
Range	Short	Lv. 1 10	Lv. 7 110
Combo Max	2	Lv. 2 20	Lv. 8 125
Properties		Lv. 3 35	Lv. 9 140
Weapon Defense		Lv. 4 50	Lv. 10 160
		Lv. 5 75	Lv. 11 170
		Lv. 6 90	Lv. 12 180

Skills		{ Physical } { Magical } { Both }	
BASIC SKILLS		EPIC SKILLS	
Stamina	A	Agility	A
Attack	A	Magic	B
Defense	C	Magic Defense	C
Technique	A	Incantation	C
Vitality	B	Sword of Magic	D
SIGNATURE SKILL		--	



Equipment		{ Type }	
HEAD PROTECTION		Medium	
BODY PROTECTION		Chain	
HAND PROTECTION		Medium	
FOOT PROTECTION		Medium	

Co-Op Attack		{ Participants }	
LOOKS CAN KILL		Ax	Moroon
BEAVER RUSH		Maroon	Muroon
		Meroon	Muroon





# Muroon

## Notes

Like Miroon, Muroon's strengths lie on the magical side of the spectrum. With more HP and a much higher evasion score than his sister, he may be the best beaver spellcaster, for whatever that's worth. He's also the best second-in-command for a beaver military unit, granting his troop two more uses of the powerful Gnow ability.

## Recruitment

Muroon will join you after your first visit to Beaver Lodge in order to find a way to save Lordlake. You'll find him at the docks of the Sindar Castle after you make it your permanent headquarters, but he won't officially join you until you speak to him there.




Stats	Level 50
HP	363
STR	152
SKL	152
MAG	304
EVA	250
PDF	50
MDF	201
SPD	201
LUC	149

Runes	Affinities
HEAD Gained at Lv. 50	SUN: D FIRE: D LIGHTNING: D WIND: D WATER: A EARTH: D STAR: E
R. HAND Gained at Lv. 1	SOUND: D HOLY: D DARK: D SLICE: B THRUST: B PUNCH: B SHOOT: B
L. HAND Gained at Lv. 1	

Equipment	Type
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Light
FOOT PROTECTION	--

Co-Op Attack	Participants
BEAVER RUSH	Maroon Meroon Miroon

Weapons	Stats
Mallet	
Range	Medium
Combo Max	2
Properties	
Weapon Defense	
	Light Sword Medium Sword Great Sword
	Lv. 1 10 Lv. 7 110 Lv. 13 190
	Lv. 2 20 Lv. 8 125 Lv. 14 210
	Lv. 3 35 Lv. 9 140 Lv. 15 230
	Lv. 4 50 Lv. 10 160 Lv. 16 250
	Lv. 5 75 Lv. 11 170
	Lv. 6 90 Lv. 12 180

Skills				 = PHYSICAL	 = MAGICAL	 = BOTH	
BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	C	Agility	D	Stamina		Stamina	
Attack	C	Magic	A	Attack		Attack	
Defense	B	Magic Defense	B	Defense		Defense	A
Technique	A	Incantation	A	Technique		Technique	
Vitality	D	Sword of Magic	B	Vitality		Vitality	
				Feint Shot		Thrust Speed	
SIGNATURE SKILL				BATH			
Toasty bath during battle							

# Nakula

## Notes

With good offensive stats, the ability to wear any armor, and a powerful spear, Nakula is a stronger-than-average mid-range character. He leads an average cavalry or ram unit in military battles, and is a good second-in-command, boosting the defense of his unit.

## Recruitment

If you've recruited Oboro, the Armes soldier in the Sable inn will wake up and tell his story after you complete the impostor prince quest. Talk to him, then leave town, reenter, and talk to him again (if he says the same thing, return after the next major game event). Next, Oboro and bring him back to the inn for a nice long chat. This process will net you not only Nakula, but Sagiri as well.

Stats	Level 50
HP	471
STR	270
SKL	201
MAG	103
EVA	
PDF	152
MDF	54
SPD	157
LUC	157

Runes	Affinities
HEAD Gained at Lv. 55	SUN: D FIRE: C LIGHTNING: C WIND: C WATER: D EARTH: C STAR: E
R. HAND Fury Rune Gained at Lv. 35	SOUND: D HOLY: D DARK: D SLICE: C THRUST: C PUNCH: C SHOOT: C
L. HAND	

Weapons	Stats
Spear	
Range	Medium
Combo Max	2
Properties	
Weapon Defense	
	Light Sword Medium Sword Great Sword
	Lv. 1 10 Lv. 7 110 Lv. 13 190
	Lv. 2 20 Lv. 8 125 Lv. 14 210
	Lv. 3 35 Lv. 9 140 Lv. 15 230
	Lv. 4 50 Lv. 10 160 Lv. 16 250
	Lv. 5 75 Lv. 11 170
	Lv. 6 90 Lv. 12 180

Skills		 = PHYSICAL	 = MAGICAL	 = BOTH			
BASIC SKILLS				EPIC SKILLS			
KILL	GRADE	SKILL	GRADE	KILL	GRADE	SKILL	GRADE
Stamina	A	Agility	B	Stamina	S	Stamina	
Attack	A	Magic	C	Attack		Attack	
Defense	S	Magic Defense	D	Defense		Defense	
Technique	B	Incantation	D	Technique		Technique	
Vitality	A	Sword of Magic	C	Vitality		Vitality	
				Feng Shui		Thrust Speed	
SIGNATURE SKILL				PIERCE			
Column attack for spear weapons							



Equipment	Type
HEAD PROTECTION	Heavy
BODY PROTECTION	Heavy
HAND PROTECTION	Heavy
FOOT PROTECTION	Heavy

Co-Op Attack	Participants
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# Nelis

## Notes

Like Bernadette, she is a versatile long-range fighter with a strong affinity for magic. Nelis has Coop Attacks with many of them. She can do three-character attacks with Yahr and Bernadette, Jeane and Sialeeds, or Jeane and Sharmista. If you're fond of using parties heavy on long-range characters and mages (with the Arrow Stance formation) she'll fit right in.

## Recruitment

JOINS AT LEVEL 33

Return to Nirva Island after recruiting Bernadette (in your party) and watch a scene where you admire a harbor ship. Then meet Yahr and Nelis at the inn, and return to your own ship. Tell the captain you're ready to return, and Yahr and Nelis will appear to hitch a ride. On the way home, agree to investigate the ship graveyard and destroy the rune cannon shells you find there.

## Stats

Level 50

HP	353	STR: 157	PDF: 50
		SKL: 199	MDF: 255
		MAG: 304	SPD: 201
		EVA: 199	LUC: 54

## Runes

Affinities

HEAD	Gained at Lv. 35	SUN: B	SOUND: B
R. HAND	Gained at Lv. 1	FIRE: B	HOLY: B
L. HAND	Rare Rune	LIGHTNING: B	DARK: B
		WIND: B	SLICE: B
		WATER: B	THRUST: B
		EARTH: C	PUNCH: C
		STAR: B	SHOOT: B

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Weapons

Stats

Throwing Knife	Light Sword	Medium Sword	Great Sword
Range: Long	Lv. 1 20	Lv. 7 120	Lv. 13 210
Combo Max: 1	Lv. 2 30	Lv. 8 135	Lv. 14 220
Properties: 1	Lv. 3 45	Lv. 9 145	Lv. 15 230
	Lv. 4 60	Lv. 10 160	Lv. 16 245
	Lv. 5 80	Lv. 11 170	
	Lv. 6 100	Lv. 12 185	

## Skills

Physical, Magical, Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	C	Agility	B	Stamina		Stamina	
Attack	C	Magic	A	Attack		Attack	
Defense	C	Magic Defense	A	Defense		Defense	S
Technique	C	Incantation	A	Technique		Technique	
Vitality	C	Sword of Magic		Vitality		Vitality	A
SIGNATURE SKILL				--			

## Co-Op Attack

Participants

KISS GOODBYE	Sialeeds Jeane
KISS GOODNIGHT	Sharmista Jeane
ISLAND STORM	Yahr Bernadette

# Nick

## Notes

Nick and Ax join late in the game, and at very low levels. Unfortunately, if you put the time and effort into leveling him up, you'll find that Nick's stats are nothing special (and being short-range hurts). But he does fill a role in three Coop Attacks, including the excellent Violent Charge with Ax, and offers both a speed boost and two uses of Charge in military combat.

## Recruitment

JOINS AT LEVEL 15

Nick, Yoran and Ax will join you automatically if you choose to abandon your headquarters in Chapter 5. If you stay and fight you can later put together an all-male party that includes Roog and Rahal and recruit them in Goldius.

## Stats

Level 50

HP	472	STR: 216	PDF: 50
		SKL: 201	MDF: 157
		MAG: 103	SPD: 152
		EVA: 152	LUC: 103

## Runes

Affinities

HEAD	Gained at Lv. 55	SUN: C	SOUND: C
R. HAND	Gained at Lv. 1	FIRE: C	HOLY: C
L. HAND	Gained at Lv. 50	LIGHTNING: B	DARK: C
		WIND: C	SLICE: C
		WATER: C	THRUST: C
		EARTH: C	PUNCH: C
		STAR: C	SHOOT: C

## Weapons

Stats

Katana	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1 10	Lv. 7 110	Lv. 13 200
Combo Max: 3	Lv. 2 15	Lv. 8 120	Lv. 14 210
Properties: Parry, Thrust Back	Lv. 3 30	Lv. 9 130	Lv. 15 220
	Lv. 4 45	Lv. 10 150	Lv. 16 230
	Lv. 5 55	Lv. 11 165	
	Lv. 6 75	Lv. 12 180	

## Skills

Physical, Magical, Both

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	S	Stamina		Stamina	
Attack	A	Magic	C	Attack	S	Attack	
Defense	B	Magic Defense	B	Defense		Defense	
Technique	A	Incantation	C	Technique		Technique	
Vitality	A	Sword of Magic	C	Vitality		Vitality	
SIGNATURE SKILL				--			

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants

PRETTY BOY	Richard Roy
VIOLET CHARGE	Ax
DRAGON CAVALRY	Roog Rahal





# Nifsara

## Notes

Nifsara is an average spear-user and a good cavalry officer in military combat. Outside of a simple but effective Coop Attack with Sharmista, there is really no reason to use her over earlier joining characters like Lun and Subala.

## Recruitment

JOINS AT LEVEL 43

Shula and his personal retinue of Sharmista and Nifsara are among the last characters to join you. You can recruit them in Chapter 6 when they send a message to Lucretia asking for a meeting in Yashuna.

## Stats

{ Level 50 }

HP	373	STR: 206	PDF: 50
		SKL: 201	MDF: 157
		MAG: 152	SPD: 250
		EVA: 152	LUC: 103

## Runes

{ Affinities }

HEAD	SUN: C	SOUND: C
	FIRE: C	HOLY: C
	LIGHTNING: C	DARK: C
R. HAND	WIND: C	SLICE: C
Unicorn Rune	WATER: B	THRUST: C
	EARTH: C	PUNCH: C
L. HAND	STAR: C	SHOOT: C
Gained at Lv. 1		

## Equipment

{ Type }

HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

{ Participants }

ARMES GREETING	Sharmista

## Weapons

{ Stats }

Spear			
Range	Medium		
Combo Max	2		
Properties			
Weapon Defense			

## Skills

■ = PHYSICAL ■ = MAGICAL ■ = BOTH

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	A	Agility	A	Stamina	A	Stamina	
Attack	A	Magic	C	Attack	A	Attack	
Defense	A	Magic Defense	C	Defense	S	Defense	
Technique	A	Incantation	C	Technique		Technique	
Vitality	A	Sword of Magic	B	Vitality		Vitality	
		Feng Shui	A	Vitality		Thunder Speed	
SIGNATURE SKILL				PIERCE			
Column attack for spear weapons							

# Nikea

## Notes

Nikea is among the game's best fighters, as she hits hard and can combo up to five times if you raise her Technique skill high enough. She's a little weak on Defense, but her high HP makes up for that somewhat. She's far less impressive on the battlefield, where her skill at leading infantry is a miserable C.

## Recruitment

JOINS AT LEVEL HERO + 5

You'll meet Nikea twice before you can recruit her: First at Stormfist, then in Lelcar, where she'll battle you as Orok's bodyguard. After the battle of Lelcar, she'll turn up in the Estrise inn, where she'll offer to join you if you can beat her in a one-on-one duel. She's a strong but predictable opponent, so it should be an easy bout.

## Stats

{ Level 50 }

HP	471	STR: 246	PDF: 50
		SKL: 255	MDF: 157
		MAG: 103	SPD: 152
		EVA: 250	LUC: 54

## Runes

{ Affinities }

HEAD	SUN: C	SOUND: C
	FIRE: D	HOLY: C
	LIGHTNING: D	DARK: C
R. HAND	WIND: C	SLICE: C
Boar Rune	WATER: C	THRUST: C
	EARTH: C	PUNCH: C
L. HAND	STAR: C	SHOOT: C
Gained at Lv. 30		

## Weapons

{ Stats }

Knuckles			
Range	Short		
Combo Max	5		
Properties			
Counter			

## Skills

■ = PHYSICAL ■ = MAGICAL ■ = BOTH

BASIC SKILLS				EPIC SKILLS			
SKILL	GRADE	SKILL	GRADE	SKILL	GRADE	SKILL	GRADE
Stamina	A	Agility	A	Stamina	S	Stamina	SS
Attack	A	Magic	C	Attack		Attack	
Defense	A	Magic Defense	C	Defense	S	Defense	
Technique	A	Incantation	A	Technique		Technique	
Vitality	S	Sword of Magic		Vitality		Vitality	
		Feng Shui		Vitality		Thunder Speed	
SIGNATURE SKILL				--			



## Equipment

{ Type }

HEAD PROTECTION	Medium
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

{ Participants }

SPEAK WITH FISTS	Shoon
SACRED GREENHORN	Gavaya





# Norma

## Notes

Norma is an average character with a focus split between physical and magical abilities. Her mid-range weapon will lend itself well to however you choose to play her, and her Potch Finder skill will prove vital for those who hope to keep their whole army in expensive gear. In addition to the obvious Coop Attack, is in the Pretty Girl Coop Attack group with Faylen and Viki.

## Recruitment

Talk to Norma and Ernst when they resurface at the Raftfleet Inn at the end of chapter 2, and talk to them from time to time until they tell you the story of the great wizard they seek. After that you only need to recruit Levi and speak to them while he's in your party.

Stats	Level 50
HP	314
STR	167
SKL	201
MAG	250
EVA	152
PDF	50
MDF	250
SPD	201
LUC	152

Runes	Affinities
HEAD Gained at Lv. 55	SUN: B SOUND: C
R. HAND Gained at Lv. 1	FIRE: C HOLY: B
L. HAND Gained at Lv. 35	LIGHTNING: B DARK: C
	WIND: C SLICE: C
	WATER: B THRUST: C
	EARTH: B PUNCH: C
	STAR: B SHOOT: C

Equipment	Type
HEAD PROTECTION	Light
BODY PROTECTION	Clothes
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
PRETTY GIRL	Viki Faylen
BEAST TAME	Ernst

Weapons	Stats
Baton	Light Sword Medium Sword Great Sword
Range	Medium
Combo Max	4
Properties	
Weapon Defense	
	Lv. 1 10 Lv. 7 110 Lv. 13 200
	Lv. 2 15 Lv. 8 120 Lv. 14 210
	Lv. 3 30 Lv. 9 130 Lv. 15 220
	Lv. 4 45 Lv. 10 150 Lv. 16 230
	Lv. 5 55 Lv. 11 165
	Lv. 6 75 Lv. 12 180

Skills	Physical	Magical	Both
BASIC SKILLS			
Stamina	C		
Attack	B		
Defense	C		
Technique	A		
Vitality	B		
EPIC SKILLS			
Stamina	A		
Attack	A		
Defense	A		
Technique	A		
Vitality	A		
SIGNATURE SKILL			
POTCH FINDER			
Earn more Potch after battle			

# Rahal

## Notes

Alone Rahal is an average fighter, although he does have an aptitude for magic his partners lack. His greatest strength is his wide array of friendships; in addition to sharing a very effective row-targeting Coop Attack with his mount, Flail, Rahal also shares Coop Attacks with cavalry-mates Roog and Nick, old friends Roog and Miakis, and fellow "fancy lads" Dinn and Mathias.

## Recruitment

Rahal and Roog will join you on your second mission to Sauronix Castle. After being turned away by the Godwin guards, you'll find them waiting to meet with you in the Twilight Forest.

Stats	Level 50
HP	363
STR	167
SKL	250
MAG	250
EVA	152
PDF	50
MDF	157
SPD	103
LUC	103

Runes	Affinities
HEAD Gained at Lv. 55	SUN: C SOUND: C
R. HAND Flowing Sword Rune	FIRE: B HOLY: C
L. HAND Gained at Lv. 1	LIGHTNING: B DARK: C
	WIND: C SLICE: C
	WATER: A THRUST: C
	EARTH: B PUNCH: C
	STAR: B SHOOT: C

Weapons	Stats
Katana	Light Sword Medium Sword Great Sword
Range	Short
Combo Max	4
Properties	
Parry	
Thrust Back	
	Lv. 1 10 Lv. 7 110 Lv. 13 200
	Lv. 2 15 Lv. 8 120 Lv. 14 210
	Lv. 3 30 Lv. 9 130 Lv. 15 220
	Lv. 4 45 Lv. 10 150 Lv. 16 230
	Lv. 5 55 Lv. 11 165
	Lv. 6 75 Lv. 12 180

Skills	Physical	Magical	Both
BASIC SKILLS			
Stamina	A		
Attack	A		
Defense	A		
Technique	A		
Vitality	A		
EPIC SKILLS			
Stamina	A		
Attack	A		
Defense	A		
Technique	A		
Vitality	A		
SIGNATURE SKILL			
--			

Equipment	Type
HEAD PROTECTION	Medium
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
FANCY LAD	Dinn Mathias
AZURE CHARGE	Flail
FRIENDS FOREVER	Roog Miakis
DRAGON CAVALRY	Roog Nick







# Raven

## Notes

Raven is an amazing character. His signature Raven Rune makes it impossible to hit him in dungeon areas (even outdoor ones like the Waterfall Basin). Since he's virtually immune to physical attacks, focus his armor on Basins. Since he's virtually immune to physical attacks, focus his armor on boosting his magical defense and he will be nearly immortal. He also offers a rare double speed boost when used as a general in military combat.

## Recruitment

JOINS AT LEVEL 15

Before you can recruit Raven, your headquarters must have reached its second stage, and you must already have recruited Marina, Egbert, Taylor and Oboro. Go to Sable and talk to Saulis; he'll tell you about a theft. Report that to Oboro. Then talk to Egbert (at the inn) and get his family tree. After Oboro has Taylor publish the bait story, spend the night in your inn. Marina will awaken you in the middle of the night so you can help the detectives capture Raven. Afterward, visit him in his temporary cell and beg for him to join you.

## Stats

Level 50

HP	STR: 221	PDF: 50
	SKL: 250	MDF: 157
	MAG: 54	SPD: 201
	EVA: 201	LUC: 103
363		

## Runes

Affinities

HEAD	SUN: C	SOUND: B
R. HAND	FIRE: C	HOLY: C
L. HAND	LIGHTNING: C	DARK: A
	WIND: C	SLICE: C
	WATER: C	THRUST: C
	EARTH: C	PUNCH: C
	STAR: C	SHOOT: C

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Weapons

Stats

Claw	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1 10	Lv. 7 110	Lv. 13 190
Combo Max: 3	Lv. 2 20	Lv. 8 125	Lv. 14 210
Properties: Parry, Thrust Back	Lv. 3 35	Lv. 9 140	Lv. 15 230
	Lv. 4 50	Lv. 10 160	Lv. 16 250
	Lv. 5 75	Lv. 11 170	
	Lv. 6 90	Lv. 12 180	

## Skills

Physical, Magical, Both

BASIC SKILLS	EPIC SKILLS
SKILL GRADE SKILL GRADE SKILL GRADE SKILL GRADE	
Stamina B Agility SS	Stamina
Attack A Magic C	Attack
Defense A Magic Defense B	Defense
Technique S Incantation C	Technique
Vitality A Sword of Magic D	Vitality
	Feng Shui A
	Thumb Speed
SIGNATURE SKILL	THIEF
Swipe Patch with each attack on enemy	

## Co-Op Attack

Participants

FUGITIVE HUNT	Sagiri Shigure
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# Richard

## Notes

Richard is the only member of the Lindwurm Mercenary Brigade who will fight in standard combat, and is an absolute beast at any form of battle. He has the highest Evasion and the second-highest Technique. His Swallow Rune is powerful and his stats are all respectable. He can lead a cavalry unit, but he's best used as a second-in-command, where he'll give his unit a major power boost.

## Recruitment

JOINS AT LEVEL HERO +

Mueller has sent Richard to train at the Waterfall Basin southeast of Beaver Lodge. He'll only appear there if you've recruited Richard and Wilhelm and after you've saved Beaver Lodge from Nether Gate. Talk to him, then return to your castle and talk to Mueller. Return to Richard to convey the news, and he'll finally join you.

## Stats

Level 50

HP	STR: 265	PDF: 50
	SKL: 373	MDF: 157
	MAG: 103	SPD: 216
	EVA: 265	LUC: 103
353		

## Runes

Affinities

HEAD	SUN: C	SOUND: C
R. HAND	FIRE: C	HOLY: C
L. HAND	LIGHTNING: C	DARK: C
	WIND: C	SLICE: C
	WATER: C	THRUST: C
	EARTH: C	PUNCH: C
	STAR: C	SHOOT: C

## Weapons

Stats

Rapier	Light Sword	Medium Sword	Great Sword
Range: Short	Lv. 1 10	Lv. 7 110	Lv. 13 200
Combo Max: 4	Lv. 2 15	Lv. 8 120	Lv. 14 210
Properties: Parry, Thrust Back	Lv. 3 30	Lv. 9 130	Lv. 15 220
	Lv. 4 45	Lv. 10 150	Lv. 16 230
	Lv. 5 55	Lv. 11 165	
	Lv. 6 75	Lv. 12 180	

## Skills

Physical, Magical, Both

BASIC SKILLS	EPIC SKILLS
SKILL GRADE SKILL GRADE SKILL GRADE SKILL GRADE	
Stamina A Agility S	Stamina
Attack SS Magic C	Attack S
Defense A Magic Defense D	Defense S
Technique SS Incantation D	Technique
Vitality S Sword of Magic C	Vitality
	Feng Shui SS
	Thumb Speed
SIGNATURE SKILL	--

## Equipment

Type

HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants

PRETTY BOY	Roy Nick
HERO	CLYDE OWEN HANKER
SWORD SAGE	EPONA BIGSBY SHIRLEY
	Hazuki





# Roog

## Notes

Roog's high evasion score and healthy supply of hit points make him better-suited to survive frontline combat than his Dragon Cavalry brethren. While he lacks Rahal's magical aptitude and has a slightly inferior selection of Coop Attacks, the two are equally excellent as military officers, capable of either commanding or enhancing rare and powerful Dragon Horse units.

## Recruitment

Rahal and Roog will join you on your second mission to Sauronix Castle. After being turned away by the Godwin guards, you'll find them waiting to meet with you in the Twilight Forest.

## Stats

Level 50	
HP	471
STR	157
SKL	201
MAG	103
EVA	250
PDF	50
MDF	157
SPD	103
LUC	103

## Runes

Affinities	
HEAD	Gained at Lv. 55
R. HAND	Rage Sword Rune
L. HAND	Gained at Lv. 30
SUN	D
FIRE	A
LIGHTNING	C
WIND	C
WATER	C
EARTH	C
STAR	E
SOUND	D
HOLY	C
DARK	D
SLICE	C
THRUST	C
PUNCH	C
SHOOT	C

## Equipment

Type	
HEAD PROTECTION	Medium
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
SCARLET CHARGE	Lance
FRIENDS FOREVER	Miakis Rahal
DRAGON CAVALRY	Rahal Nick

## Weapons

Stats	
Dual Swords	
Range	Short
Combo Max	5
Properties	
Parry	
Thrust Back	
Light Sword	Lv. 1 10
Medium Sword	Lv. 7 110
Great Sword	Lv. 13 200
	Lv. 2 15
	Lv. 8 120
	Lv. 14 210
	Lv. 3 30
	Lv. 9 130
	Lv. 15 220
	Lv. 4 45
	Lv. 10 150
	Lv. 16 230
	Lv. 5 55
	Lv. 11 165
	Lv. 6 75
	Lv. 12 180

## Skills

BASIC SKILLS	
SKILL	GRADE
Stamina	A
Attack	A
Defense	B
Technique	A
Vitality	S
EPIC SKILLS	
SKILL	GRADE
Stamina	S
Attack	S
Defense	D
Technique	C
Vitality	C
Feng Shui	A
Thumb Speed	
SIGNATURE SKILL	--

# Roy

## Notes

As your official imposter, Roy has an important role in many of Lucretia's plans. He won't always be available to join you in combat, but you'll be pleased with his abilities when he does. As an exact copy of the prince he has access to every non-signature skill in the game and a nice Coop Attack with the Hero.

## Recruitment

During the imposter prince quest in Sable, you'll meet Roy atop Ranro Mountain. He'll join you automatically after you defeat him in a one-on-one duel, defeat Euram, and agree to spare Feylan and Feylon.

## Stats

Level 50	
HP	363
STR	167
SKL	152
MAG	250
EVA	152
PDF	50
MDF	157
SPD	152
LUC	103

## Runes

Affinities	
HEAD	Gained at Lv. 1
R. HAND	Gained at Lv. 40
L. HAND	Gained at Lv. 40
SUN	C
FIRE	C
LIGHTNING	C
WIND	B
WATER	C
EARTH	C
STAR	C
SOUND	C
HOLY	D
DARK	B
SLICE	C
THRUST	C
PUNCH	C
SHOOT	C

## Weapons

Stats	
Tri-Numbchaku	
Range	Medium
Combo Max	5
Properties	
Parry	
Thrust Back	
Light Sword	Lv. 1 10
Medium Sword	Lv. 7 110
Great Sword	Lv. 13 210
	Lv. 2 20
	Lv. 8 125
	Lv. 14 220
	Lv. 3 30
	Lv. 9 135
	Lv. 15 235
	Lv. 4 45
	Lv. 10 150
	Lv. 16 255
	Lv. 5 55
	Lv. 11 165
	Lv. 6 70
	Lv. 12 180

## Skills

BASIC SKILLS	
SKILL	GRADE
Stamina	A
Attack	A
Defense	A
Technique	A
Vitality	A
EPIC SKILLS	
SKILL	GRADE
Stamina	A
Attack	A
Defense	A
Technique	A
Vitality	A
Feng Shui	A
Thumb Speed	A
SIGNATURE SKILL	THIEF
Swipe Potch with each attack on enemy	



## Equipment

Type	
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
PRETTY BOY	Nick Richard
PERFECT LIKENESS	Hero





# Sagiri

## Notes

Sagiri is the best non-magic-based long-range character. She has great defensive stats and plenty of HP to keep her alive, and her attacks are unusually powerful and capable of multiple hits. (Her signature Shrike Rune doesn't suck either.) She's strong on the battlefield as well, where she pairs with infantry or spear units to let them use the long-range Ambush skill twice.

## Recruitment

If you've recruited Oboro, the Armes soldier in the Sable inn will wake up and tell his story after you complete the imposter prince quest. Talk to him, then leave town, reenter, and talk to him again (if he says the same thing, return after the next major game event). The next step is to find Oboro and bring him and his detectives back to the inn. Afterward, Nakula and Sagiri will join you.

Stats	Level 50
HP	412
STR	172
SKL	255
MAG	103
EVA	152
PDF	50
MDF	157
SPD	250
LUC	103

Runes	Affinities
HEAD	SUN: C SOUND: C
R. HAND	FIRE: D HOLY: C
L. HAND	LIGHTNING: C DARK: C
	WIND: B SLICE: C
	WATER: C THRUST: C
	EARTH: C PUNCH: C
	STAR: C SHOOT: C

Equipment	Type
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

Co-Op Attack	Participants
SECRET CRUSH	Flail Byakuren
CASE CLOSED	Shigure
FUGITIVE HUNT	Raven Shigure

Weapons	Stats
Kunai	Light Sword Medium Sword Great Sword
Range	Long
Combo Max	4
Properties	
	Lv. 1 20 Lv. 7 120 Lv. 13 210
	Lv. 2 30 Lv. 8 135 Lv. 14 220
	Lv. 3 45 Lv. 9 145 Lv. 15 230
	Lv. 4 60 Lv. 10 160 Lv. 16 245
	Lv. 5 80 Lv. 11 170
	Lv. 6 100 Lv. 12 185

Skills	Physical	Magic	Both
BASIC SKILLS			
SKILL GRADE	SKILL GRADE	SKILL GRADE	SKILL GRADE
Stamina B	Agility A	Stamina A	Stamina A
Attack A	Magic C	Attack A	Attack A
Defense A	Magic Defense B	Defense A	Defense A
Technique A	Incantation B	Technique A	Technique A
Vitality A	Sword of Magic	Vitality A	Vitality A
	Feng Shui A	Thumb Speed	
SIGNATURE SKILL	--		

# Sharmista

## Notes

In terms of game mechanics, Sharmista is an almost uncanny duplicate of Sialeeds. While Sharmista has a slightly stronger throwing arm and a different magic rune, the pair share the same weapon, skills and basic stats. Sharmista can even fill in for Sialeeds in the "Kiss Goodbye" Coop Attack (making it "Kiss Goodnight").

## Recruitment

Shula and his personal retinue of Sharmista and Nifsara are among the last characters to join you. You can recruit them in Chapter 6 when they send a message to Lucretia asking for a meeting in Yashuna.

Stats	Level 50
HP	304
STR	187
SKL	201
MAG	250
EVA	152
PDF	50
MDF	250
SPD	157
LUC	103

Runes	Affinities
HEAD	SUN: B SOUND: C
R. HAND	FIRE: B HOLY: B
L. HAND	LIGHTNING: C DARK: B
	WIND: B SLICE: C
	WATER: B THRUST: C
	EARTH: B PUNCH: C
	STAR: B SHOOT: B

Weapons	Stats
Silver Chakram	Light Sword Medium Sword Great Sword
Range	Long
Combo Max	1
Properties	
	Lv. 1 20 Lv. 7 120 Lv. 13 210
	Lv. 2 30 Lv. 8 135 Lv. 14 220
	Lv. 3 45 Lv. 9 145 Lv. 15 230
	Lv. 4 60 Lv. 10 160 Lv. 16 245
	Lv. 5 80 Lv. 11 170
	Lv. 6 100 Lv. 12 185

Skills	Physical	Magic	Both
BASIC SKILLS			
SKILL GRADE	SKILL GRADE	SKILL GRADE	SKILL GRADE
Stamina C	Agility B	Stamina A	Stamina A
Attack B	Magic A	Attack A	Attack A
Defense C	Magic Defense S	Defense A	Defense A
Technique B	Incantation A	Technique A	Technique A
Vitality C	Sword of Magic	Vitality A	Vitality A
	Feng Shui	Thumb Speed	
SIGNATURE SKILL	LONG THROW		
	Row attack for boomerang weapons		



Equipment	Type
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Light
FOOT PROTECTION	Medium

Co-Op Attack	Participants
ARMES GREETING	Nifsara
KISS GOODNIGHT	Nelis Jeane





# Shigure

## Notes

Shigure is the first of the detectives who is willing to join you in combat, and can be a high-level powerhouse if you recruit him early enough. Later in the game he'll be too frail for frontline combat, but he'll always be an excellent second-in-command (but a bad commander) of an infantry unit in wartime. He'll provide both an attack boost and one use of the very rare long-range Ambush skill.

## Recruitment

The detectives can be tricky to recruit, because there's a random factor at work. After restoring water to Lordlake and recruiting Norden, talk to Oboro on his Rattfleet ship and ask him to join you. If he declines, repeat the invitation after each major game event. Eventually he'll relent and Oboro, Fuyo, and Shigure (but not Sagiri) will join as a group.

## Stats

Level 50	
HP	412
STR	177
SKL	255
MAG	152
EVA	152
PDF	50
MDF	157
SPD	250
LUC	103

## Runes

Affinities	
HEAD	SUN: C, FIRE: C, LIGHTNING: C, WIND: B, WATER: C, EARTH: C, STAR: C
R. HAND	SOUND: C, HOLY: C, DARK: C, SLICE: C, THRUST: C, PUNCH: C, SHOOT: C
L. HAND	

## Equipment

Type	
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
CASE CLOSED	Sagiri
FUGITIVE HUNT	Raven, Sagiri

## Weapons

Stats	
Ninja-To	Light Sword, Medium Sword, Great Sword
Range	Short
Combo Max	4
Properties	Parry, Thrust Back
Lv. 1	10
Lv. 2	15
Lv. 3	30
Lv. 4	45
Lv. 5	55
Lv. 6	75
Lv. 7	110
Lv. 8	120
Lv. 9	130
Lv. 10	150
Lv. 11	165
Lv. 12	180
Lv. 13	200
Lv. 14	210
Lv. 15	220
Lv. 16	230

## Skills

BASIC SKILLS	
SKILL	GRADE
Stamina	A
Attack	A
Defense	B
Technique	A
Vitality	A
EPIC SKILLS	
SKILL	GRADE
Stamina	A
Attack	A
Defense	B
Technique	B
Vitality	B
Feng Shui	S
Thumb Speed	--
SIGNATURE SKILL	--

# Shoon

## Notes

Shoon is an average fighter with a strong combat rune. You get him too late to use for 95% of the game, but if you're having trouble fielding 18 good characters for the game's final dungeons, Shoon might fit the bill. Just make sure you forge his weapon, scrounge him some new gear, and give him some skill points.

## Recruitment

Shoon is among the first characters to fight by your side but may be the last to permanently join your cause. He will automatically join your party during the Stormfist battle in Chapter 6.

## Stats

Level 50	
HP	368
STR	167
SKL	250
MAG	103
EVA	152
PDF	50
MDF	157
SPD	250
LUC	103

## Runes

Affinities	
HEAD	SUN: C, FIRE: D, LIGHTNING: D, WIND: D, WATER: D, EARTH: D, STAR: C
R. HAND	SOUND: C, HOLY: C, DARK: C, SLICE: C, THRUST: C, PUNCH: C, SHOOT: C
L. HAND	

## Equipment

Type	
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Weapons

Stats	
Knuckles	Light Sword, Medium Sword, Great Sword
Range	Short
Combo Max	4
Properties	Counter
Lv. 1	10
Lv. 2	20
Lv. 3	35
Lv. 4	50
Lv. 5	75
Lv. 6	90
Lv. 7	110
Lv. 8	125
Lv. 9	140
Lv. 10	160
Lv. 11	170
Lv. 12	180
Lv. 13	190
Lv. 14	210
Lv. 15	230
Lv. 16	250

## Skills

BASIC SKILLS	
SKILL	GRADE
Stamina	B
Attack	A
Defense	A
Technique	A
Vitality	A
EPIC SKILLS	
SKILL	GRADE
Stamina	A
Attack	A
Defense	A
Technique	A
Vitality	A
Feng Shui	A
Thumb Speed	--
SIGNATURE SKILL	--



## Equipment

Type	
HEAD PROTECTION	Medium
BODY PROTECTION	Chain
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
CROWD FAVORITES	Belcoat, Zegai
HERO	CLYDE, OWEN, HANKER, EPOA, BIGSBY, SHIRLEY
SPEAK WITH FISTS	Nikea
TEEN REBELLION	Lu, Faylen





# Sialeeds

## Notes

Like Georg Prime, Sialeeds will insist on joining you for certain quests but be completely unavailable for others. She will be a reliable presence early in the game, so make good use of her during the first few chapters. Later on, replace her with characters like Bernadette and Zerase that can do everything Sialeeds can (and more), but will be available to serve at your convenience.

Sialeeds has decent combat stats for a long-range character (and the sporadically useful Long Throw skill), but her real talents lie in magic. She comes with the excellent Wind Rune, but she's just as skilled with any other elemental rune, except Fire. She does not seem to enjoy leading her rune archery unit in military battles (she is only a rank-C commander), but her Cyclone spell is quite powerful.

Stats		{ Level 50 }	
HP	STR	103	PDF: 50
	SKL	199	MDF: 304
	MAG	304	SPD: 152
	EVA	150	LUC: 103
		299	

Runes		{ Affinities }	
HEAD	SUN	B	SOUND: B
	FIRE	C	HOLY: B
	LIGHTNING	B	DARK: C
	WIND	B	SLICE: C
	WATER	B	THRUST: C
R. HAND	EARTH	B	PUNCH: B
	STAR	C	SHOOT: B
L. HAND			

Equipment		{ Type }	
HEAD PROTECTION			Light
BODY PROTECTION			Light
HAND PROTECTION			Medium
FOOT PROTECTION			Medium

Co-Op Attack		{ Participants }	
KISS GOODBYE			Nelis Jeane
ROYAL POWER			Hero

Weapons		{ Stats }	
Sun Chakram			
	Light Sword		
	Medium Sword		
	Great Sword		
	Range	Long	
	Combo Max	1	
	Properties		

# Skills

= PHYSICAL

= MAGICAL

= BOTH

## BASIC SKILLS

SKILL	GRADE	SKILL	GRADE
Stamina	C	Agility	A
Attack	B	Magic	S
Defense	C	Magic Defense	A
Technique	A	Incantation	A
Vitality	C	Sword of Magic	

## EPIC SKILLS

SKILL	GRADE	SKILL	GRADE
Stamina		Stamina	
Attack		Attack	
Defense		Defense	S
Technique		Technique	
Vitality	A	Vitality	S
Feng Shui		Thumb Speed	

## SIGNATURE SKILL

## LONG THROW

Row attack for boomerang weapons

# Sorensen

## Notes

You can get Sorensen very early in the game, and he's a better fighter than you might think. His Crazy Arm is powerful and he has the skill to use it for multi-hit combos. He shares a Coop Attack with Lu, and the pair make a great team. In military battles, he is one of only two characters who can lead a Ballista unit, a super long-range variant of archers.

## Recruitment

Travel west from Rainwall to visit the Revolving Bridge, and speak to the guard. Follow the road east to the town of Estrise, where Babbage, Sorensen, and Lu work. Tell them you want to stop the bridge, and all three will join you. Have Logg row you to the bridge, and the group will steal a key gear in the dungeon. Babbage will order Sorensen to act as his representative in your army.

Stats		{ Level 50 }	
HP	STR	162	PDF: 50
	SKL	250	MDF: 157
	MAG	152	SPD: 152
	EVA	152	LUC: 152
		373	

Runes		{ Affinities }	
HEAD	SUN	C	SOUND: C
	FIRE	C	HOLY: C
	LIGHTNING	B	DARK: C
	WIND	C	SLICE: C
	WATER	D	THRUST: C
R. HAND	EARTH	B	PUNCH: C
	STAR	C	SHOOT: C
L. HAND			

Weapons		{ Stats }	
Mechanical Arm			
	Light Sword		
	Medium Sword		
	Great Sword		
	Range	Medium	
	Combo Max	4	
	Properties		

Skills		{ Physical } { Magical } { Both }	
BASIC SKILLS		EPIC SKILLS	
SKILL	GRADE	SKILL	GRADE
Stamina	B	Agility	A
Attack	A	Magic	C
Defense	C	Magic Defense	B
Technique	A	Incantation	C
Vitality	A	Sword of Magic	A
SIGNATURE SKILL		--	

Equipment		{ Type }	
HEAD PROTECTION			Medium
BODY PROTECTION			Chain
HAND PROTECTION			Medium
FOOT PROTECTION			Medium

Co-Op Attack		{ Participants }	
SHOOT AND SMASH			Lu



# Subala

## Notes

Subala runs the fishing mini-game at your Sindar Castle home, which is a great way to make money (by selling fished-up pots and fish-parts) and win rare items in occasional contests. She'll also join you in combat as a capable spear-user who pairs well with Lun, and on the battlefield as a general who grants her unit two additional shots of the Charge command.

## Recruitment

After acquiring your Sindar Castle headquarters, return to Rafffleet with Lun in your party. She'll run into her old rival on a central platform, and the words will start to fly. Mollify Subala by trying to recruit her, but she won't agree unless you can beat her at a fishing contest in Ceras Lake. If you fail, you can find her in Rafffleet and challenge her again at any time.

## Stats

Level 50	
HP	412
STR	216
SKL	250
MAG	103
EVA	201
PDF	50
MOF	157
SPD	152
LUC	54

## Runes

Affinities	
HEAD	SUN: C, FIRE: D, LIGHTNING: C, WIND: B, WATER: A, EARTH: C, STAR: C
R. HAND	SOUND: C, HOLY: C, DARK: C, SLICE: C, THRUST: C, PUNCH: C, SHOOT: C
L. HAND	

## Equipment

Type	
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
Petty Rivals	Lun

## Weapons

Stats	
Trident	Light Sword, Medium Sword, Great Sword
Range	Medium
Combo Max	2
Properties	Weapon Defense
	Lv. 1 20, Lv. 2 30, Lv. 3 45, Lv. 4 60, Lv. 5 80, Lv. 6 100
	Lv. 7 120, Lv. 8 135, Lv. 9 145, Lv. 10 160, Lv. 11 170, Lv. 12 185

## Skills

BASIC SKILLS	EPIC SKILLS
Stamina B, Agility S, Attack B, Defense B, Technique A, Vitality B	Stamina S, Attack A, Defense C, Technique D, Vitality SS
SIGNATURE SKILL	PIERCE
Column attack for spear weapons	

# Urda

## Notes

Isato and Urda are virtually identical characters. Both are sturdy long-range fighters who join you very late in the game. If you want to spend time, money and skill points getting them into combat shape, their Barrage skill, Great Hawk Runes and Coop Attack will make them an excellent pair when battling large groups of enemies.

## Recruitment

You can permanently recruit Isato, Urda and Haswar only after the "New Queen's Campaign" battle. Visit the North Lunas Woods with Takamu in your party, and he'll find a secret path. On the other side you'll meet Urda, who you can escort back to Lunas to meet with Isato and Haswar. When you lead Haswar out of the forest, you'll recruit the two elves as well.

## Stats

Level 50	
HP	363
STR	216
SKL	260
MAG	250
EVA	201
PDF	50
MOF	157
SPD	250
LUC	103

## Runes

Affinities	
HEAD	SUN: B, FIRE: D, LIGHTNING: C, WIND: B, WATER: B, EARTH: B, STAR: B
R. HAND	SOUND: B, HOLY: B, DARK: B, SLICE: C, THRUST: C, PUNCH: C, SHOOT: A
L. HAND	

## Weapons

Stats	
Bow	Light Sword, Medium Sword, Great Sword
Range	Long
Combo Max	1
Properties	
	Lv. 1 20, Lv. 2 30, Lv. 3 45, Lv. 4 60, Lv. 5 80, Lv. 6 100
	Lv. 7 120, Lv. 8 135, Lv. 9 145, Lv. 10 160, Lv. 11 170, Lv. 12 185

## Skills

BASIC SKILLS	EPIC SKILLS
Stamina C, Agility A, Attack A, Defense C, Technique A, Vitality B	Stamina S, Attack A, Defense A, Technique A, Vitality A
SIGNATURE SKILL	BARRAGE
Multiple arrow attack	

## Equipment

Type	
HEAD PROTECTION	Light
BODY PROTECTION	Light
HAND PROTECTION	Medium
FOOT PROTECTION	Medium

## Co-Op Attack

Participants	
Arrow Storm	Isato







# Viki

## Notes

Viki always provides Suikoden heroes with free teleportation services, but this time she also has considerable combat skills. While her magic scores are good and the Blinking Rune is nice, her real asset is the Chain Magic skill that allows her to randomly cast the same spell twice at no additional cost. Upgrade this skill whenever you can and give her an offensive elemental rune to exploit its power. Also note that Viki is a great asset at war, providing her unit with two uses of the powerful Cyclone spell.

## Recruitment

When you leave the Ceras Lake Ruins after completing your first task there, good old Viki will pop onto the scene and join your party.

Stats		{ Level 50 }	
HP	295	STR: 106	PDF: 50
		SKL: 150	MDF: 304
		MAG: 383	SPD: 152
		EVA: 150	LUC: 103

Runes		{ Affinities }	
HEAD		SUN: D	SOUND: B
R. HAND	Blinking Rune	FIRE: B	HOLY: C
L. HAND	Gained at Lv. 1	LIGHTNING: B	DARK: C
		WIND: B	SLICE: C
		WATER: B	THRUST: C
		EARTH: B	PUNCH: C
		STAR: B	SHOOT: B

Equipment		{ Type }
HEAD PROTECTION		Light
BODY PROTECTION		Robes
HAND PROTECTION		Light
FOOT PROTECTION		Medium

Co-Op Attack		{ Participants }
PRETTY GIRL		Faylen Norma
Oops!		Genoh
FATE		Georg Lorelai Killey

Weapons		{ Stats }
Wand		
Range	Long	
Combo Max	1	
Properties		
Weapon Defense		

Skills		{ Physical } { Magical } { Both }
BASIC SKILLS		
Stamina	C	Agility B
Attack	C	Magic S
Defense	C	Magic Defense S
Technique	D	Incantation S
Vitality	D	Sword of Magic S
SIGNATURE SKILL		CHAIN MAGIC
Repeat magic casting		

# Wabon

## Notes

Wabon isn't an amazing warrior by himself, but he can hold his own in combat and even show some flair with his dwarf- and bald guy-themed Coop Attacks. Perhaps the best part of Wabon is his Forge skill; if you have some cash on hand and Wabon in your entourage, any new character who joins you mid-quest can be brought up to fighting shape in no time.

## Recruitment

When you return to the Dwarf Cave in Chapter 5, Wabon will let you use his mine carts as a shortcut to the Twilight Forest. You will befriend him in the short time you spend together, and he will head straight to your castle afterward.

Stats		{ Level 50 }	
HP	520	STR: 265	PDF: 50
		SKL: 304	MDF: 151
		MAG: 50	SPD: 103
		EVA: 100	LUC: 157

Runes		{ Affinities }	
HEAD		SUN: D	SOUND: D
R. HAND	Gained at Lv. 1	FIRE: C	HOLY: D
L. HAND	Gained at Lv. 1	LIGHTNING: C	DARK: C
		WIND: C	SLICE: C
		WATER: C	THRUST: C
		EARTH: A	PUNCH: C
		STAR: E	SHOOT: C

Weapons		{ Stats }
Giant Wrench		
Range	Short	
Combo Max	2	
Properties		
Weapon Defense		

Skills		{ Physical } { Magical } { Both }
BASIC SKILLS		
Stamina	A	Agility C
Attack	B	Magic C
Defense	A	Magic Defense C
Technique	A	Incantation D
Vitality	B	Sword of Magic D
SIGNATURE SKILL		FORGE
Forge weapons anywhere		



Equipment		{ Type }
HEAD PROTECTION		Heavy
BODY PROTECTION		Heavy
HAND PROTECTION		Heavy
FOOT PROTECTION		Heavy

Co-Op Attack		{ Participants }
SHINING SCALP		Isato Alhazred
TUNNELIN' THRU		Gunde Bergen





# Yahr

## Notes

Yahr doesn't have great stats but he has several other strengths. His twin swords can pull off combos of up to four hits, his Angry Dragon Rune is simple and effective, and he has a good Coop Attacks with Goesche, and another with Nelis and Bernadette.

## Recruitment

JOINS AT LEVEL 38

Return to Nirva Island after recruiting Bernadette (with her in your party) and watch a scene with a harbor ship armed with rune cannons. Then meet Yahr and Nelis at the inn, and return to your own ship. Tell the captain you want to return, and Yahr and Nelis will hitch a ride. On the way home, agree to investigate the ship graveyard and destroy the rune cannon shells you find there.

Stats		Level 50	
HP	373	STR: 177	PDF: 50
		SKL: 201	MDF: 157
		MAG: 201	SPD: 201
		EVA: 152	LUC: 54

Runes		Affinities	
HEAD	Gained at Lv. 55	SUN: C	SOUND: C
R. HAND	Angry Dragon Rune	FIRE: C	HOLY: C
L. HAND	Gained at Lv. 35	LIGHTNING: C	DARK: C
		WIND: C	SLICE: C
		WATER: C	THRUST: C
		EARTH: C	PUNCH: C
		STAR: C	SHOOT: C

Equipment		Type
HEAD PROTECTION		Medium
BODY PROTECTION		Chain
HAND PROTECTION		Medium
FOOT PROTECTION		Medium

## Co-Op Attack

Participants	
ENDLESS BLOWS	Goesche
ISLAND STORM	Nelis Bernadette

Weapons		Stats		
Twin Swords		LIGHT SWORD	MEDIUM SWORD	GREAT SWORD
Range	Short	Lv. 1 10	Lv. 7 110	Lv. 13 200
Combo Max	4	Lv. 2 15	Lv. 8 120	Lv. 14 210
Properties		Lv. 3 30	Lv. 9 130	Lv. 15 220
	Parry	Lv. 4 45	Lv. 10 150	Lv. 16 230
	Thrust Back	Lv. 5 55	Lv. 11 165	
		Lv. 6 75	Lv. 12 180	

Skills		BASIC SKILLS		EPIC SKILLS	
		SKILL	GRADE	SKILL	GRADE
		Stamina	A	Stamina	A
		Attack	A	Attack	A
		Defense	A	Defense	A
		Technique	A	Technique	A
		Vitality	B	Vitality	A
		Sword of Magic	C	Feng Shui	Thumb Speed
SIGNATURE SKILL		--			

# Zegai

## Notes

It's crucial to recruit Zegai early, because his Combat Teacher skill is the only way to improve your skills beyond level C when Georg isn't around. He's no slouch in combat either, having top stats in most of the combat fields and the excellent signature Wrath Rune. Finally, he leads a competent troop of spear-men on the battlefield, and provides a stat boost as a second-in-command.

## Recruitment

JOINS AT LEVEL HERO + 5

Zegai plays a major role in the game's first chapter, but parts ways with the prince after you meet with Boz in chapter 2. He won't turn up again until after the battle of Lelcar. To get him, take Takamu to the North Lunas Woods, where he'll find the path back to the creek where you first met Lun and Logg. Zegai will be waiting with a meal to share.

Stats		Level 50	
HP	520	STR: 324	PDF: 54
		SKL: 255	MDF: 157
		MAG: 103	SPD: 103
		EVA: 152	LUC: 103

Runes		Affinities	
HEAD	Wrath Rune	SUN: C	SOUND: C
R. HAND	Gained at Lv. 1	FIRE: D	HOLY: C
L. HAND	Gained at Lv. 40	LIGHTNING: B	DARK: C
		WIND: C	SLICE: C
		WATER: D	THRUST: C
		EARTH: C	PUNCH: C
		STAR: C	SHOOT: C

Weapons		Stats		
Spear		LIGHT SWORD	MEDIUM SWORD	GREAT SWORD
Range	Medium	Lv. 1 10	Lv. 7 110	Lv. 13 190
Combo Max	2	Lv. 2 20	Lv. 8 125	Lv. 14 210
Properties		Lv. 3 35	Lv. 9 140	Lv. 15 230
	Weapon Defense	Lv. 4 50	Lv. 10 160	Lv. 16 250
		Lv. 5 75	Lv. 11 170	
		Lv. 6 90	Lv. 12 180	

## Skills

BASIC SKILLS		EPIC SKILLS	
SKILL	GRADE	SKILL	GRADE
Stamina	S	Stamina	S
Attack	S	Attack	S
Defense	A	Defense	A
Technique	A	Technique	A
Vitality	A	Vitality	A
		Sword of Magic	Feng Shui
SIGNATURE SKILL		COMBAT TEACHER	
Receive combat training anywhere			



Equipment		Type
HEAD PROTECTION		Medium
BODY PROTECTION		Light
HAND PROTECTION		Heavy
FOOT PROTECTION		Heavy

## Co-Op Attack

Participants	
CROWD FAVORITES	Shoon Belcort





# Zerase

## Notes

Zerase may be the single strongest character in Suikoden V. Her Star Rune is the best offensive rune in the game, and she can use it endlessly if you hook her up with a Magic Absorb Rune. It's great in military battles too, where it can devastate multiple units in one casting. The only hitch is that while her magical defense is impressive, she doesn't have many hit points and can't wear armor. Give her the best robes and a safe slot in the back row. Note that while Zerase doesn't establish a shop, she's happy to use her Tutor skill to upgrade the magical skills of her allies.

## Recruitment

After several mysterious encounters, Zerase will appear in the top-floor room of the Sindar Castle in Ceras Lake and force her way into your party.

Stats		Level 50	
HP	304	STR: 108	PDF: 50
		SKL: 150	MDF: 353
		MAG: 393	SPD: 201
		EVA: 101	LUC: 103

Runes		Affinities	
HEAD	Star Rune	SUN: B	SOUND: C
R. HAND	Gained at Lv. 1	FIRE: A	HOLY: C
L. HAND	Gained at Lv. 1	LIGHTNING: B	DARK: A
		WIND: B	SLICE: C
		WATER: B	THRUST: C
		EARTH: B	PUNCH: C
		STAR: A	SHOOT: B

Equipment		Type
HEAD PROTECTION		Light
BODY PROTECTION		Robes
HAND PROTECTION		Light
FOOT PROTECTION		Light

Co-Op Attack		Participants
CONCEIT		Isabel Cathari
PRIDE OF MAGIC		Levi

Weapons		Stats		
Needle		Light Sword	Medium Sword	Great Sword
Range	Long	Lv. 1 20	Lv. 7 120	Lv. 13 210
Combo Max	1	Lv. 2 30	Lv. 8 135	Lv. 14 220
Properties		Lv. 3 45	Lv. 9 145	Lv. 15 230
		Lv. 4 60	Lv. 10 160	Lv. 16 245
		Lv. 5 80	Lv. 11 170	
		Lv. 6 100	Lv. 12 185	

Skills		Physical	Magic	Both
BASIC SKILLS				
Stamina	C	Agility	B	
Attack	C	Magic	S	
Defense	C	Magic Defense	S	
Technique	C	Incantation	S	
Vitality	C	Sword of Magic		
SIGNATURE SKILL		TUTOR		
Receive magic training anywhere				

# Zweig

## Notes

Zweig is an important character in the game's storyline, and you will have to play with him in your party at several points in the game, so make sure he's always in fighting shape. He's an okay fighter in combat, with decent stats and a fair amount of magical aptitude (but no preinstalled rune). His Treasure Hunt ability works whether he's in the trenches or your entourage, increasing the odds you'll win rare items in combat.

## Recruitment

Zweig will join you automatically after Lucretia sends you to the Ceras Lake Ruins.

Stats		Level 50	
HP	363	STR: 157	PDF: 50
		SKL: 206	MDF: 157
		MAG: 250	SPD: 152
		EVA: 152	LUC: 103

Runes		Affinities	
HEAD	Gained at Lv. 55	SUN: C	SOUND: B
R. HAND	Gained at Lv. 1	FIRE: B	HOLY: B
L. HAND	Gained at Lv. 35	LIGHTNING: B	DARK: C
		WIND: C	SLICE: C
		WATER: B	THRUST: C
		EARTH: B	PUNCH: C
		STAR: B	SHOOT: C

Weapons		Stats		
Bo		Light Sword	Medium Sword	Great Sword
Range	Medium	Lv. 1 10	Lv. 7 110	Lv. 13 190
Combo Max	2	Lv. 2 20	Lv. 8 125	Lv. 14 210
Properties		Lv. 3 35	Lv. 9 140	Lv. 15 230
Weapon Defense		Lv. 4 50	Lv. 10 160	Lv. 16 250
		Lv. 5 75	Lv. 11 170	
		Lv. 6 90	Lv. 12 180	

Skills		Physical	Magic	Both
BASIC SKILLS				
Stamina	B	Agility	B	
Attack	A	Magic	S	
Defense	A	Magic Defense	B	
Technique	S	Incantation	A	
Vitality	A	Sword of Magic	C	
SIGNATURE SKILL		TREASURE HUNT		
War trophy after battle				



Equipment		Type
HEAD PROTECTION		Light
BODY PROTECTION		Light
HAND PROTECTION		Medium
FOOT PROTECTION		Medium

Co-Op Attack		Participants
SINDAR SURGE		Killey Lorelai



# Babbage

## Notes

Babbage will help you cripple the revolving bridge and get your castle's elevator up and running. He doesn't fight in standard combat, but his S-Rank at Treasure Hunt will help from your entourage. In combat, he and Sorensen are the only leaders of Ballista units, an archer variant with the extremely long-range Catapult skill.

## Recruitment

First complete the Sorensen recruitment quest, which will end with Sorensen joining you as Babbage's representative. When the water in the Sindar Castle drains to reveal the base level, take Sorensen to look at the gear room. Then lead him back to Estrise, where he'll tell Babbage about it. Take them both back to the gears, leave your castle, and return. They'll have the elevator up and running, and Babbage will finally agree to join.

### SIGNATURE SKILL

### TREASURE HUNT

War trophy after battle



# Bastan

## Notes

Bastan opens up an appraiser's shop at your headquarters, and can take his Appraise skill on the road if you want to bring him in your entourage. He's of little use in military combat, where his "Weakness" ability isn't likely to be worth a slot.

## Recruitment

Bastan works as an appraiser in Haud Village, and he'll join you if you bring him a particular ? Painting. The best place to look for it is in the Revolving Bridge (see Sorensen) where enemies drop it randomly. It's extremely rare, so bring characters with the Treasure Hunt ability and kill foes till you have dozens of ? Paintings. Then bring them all to him for appraisal. Later in the game you can get it more easily from the Wyvern enemies outside of Stormfist.

### SIGNATURE SKILL

### APPRAISAL

Can appraise items anywhere



# Boz Wilde

## Notes

Boz looks like a great warrior, but he will serve your army only as an advisor and military commander. He leads a spear unit (or a ram unit at sea), an enhanced and fairly rare version of the standard infantry. They trade speed for better stats, and that's usually worth it since you'll play the part of defender more often than not. If you have room for a second infantry unit early in the game (besides the Prince's), leave it to Boz.

## Recruitment

Boz will meet you in Haud Village after you escape from Lunas, and while he may be unavailable for short periods of time, his loyalty will stay with you forever after.

### SIGNATURE SKILL

--



# Chisato

## Notes

A mimic and puppeteer, Chisato collects the Voice Sets you find on your journey and allows you to use them to change the hero's voice. She brings a warm presence to your castle but doesn't contribute much in battle; just the Muddle ability as a military unit follower.

## Recruitment

After capturing the pirates and recruiting Bernadette, return to Nirva Island with Bernadette in your party. On your arrival you'll witness a pirate hostage crisis. Tell Chisato about it, and ask her to impersonate the pirate captain. After that she'll return to her usual spot, but will agree to join you if you ask her again.

### SIGNATURE SKILL

--





# Chuck

## Notes

Chuck looks tough, but he's an organizer, not a fighter. He runs the storage room wherever your army is headquartered, and he can be trusted to keep an eye on all of your prized belongings.

## Recruitment

You'll have to battle Chuck in a one-on-one dual in the Barows Mansion, but he won't hold a grudge. His true loyalty lies with Luserina, and when she leaves Rainwall to join you, nothing you say or do can stop him from accompanying her.

### SIGNATURE SKILL



# Craig Laden

## Notes

Craig is your army's third A-rank general, and you'd be crazy not to make use of his mighty Dragon Horse Cavalry whenever a military battle calls for naval units. Unlike the rest of the cavalry, he does not participate in standard combat.

## Recruitment

If you abandon your headquarters in Chapter 5, you'll recruit Craig when you and the rest of the Dragon Horse Cavalry solve the dragon horse egg crisis in Goldius. If you insist on protecting the castle, he will appear to save the day in the second battle to defend it.

### SIGNATURE SKILL



# Dongo

## Notes

Dongo is the Dwarf Cave's blacksmith, but he can't forge anything until you bring him the progressively stronger hammers you find on your quest. As an ally, he'll move his shop to your castle and even offer to forge weapons from your entourage. As a military follower, he'll give his unit a speed boost.

## Recruitment

Dongo will offer to join you when you bring him the Silver Hammer you find in Sable and have him enhance one character's weapon to level 12. (Leave his shop for the event to occur.)

### SIGNATURE SKILL

### FORGE

Forge weapons anywhere



# Egbert Aethelbald

## Notes

Recruit Egbert as early as you can, because his Potch Finder entourage ability will provide a significant boost early in the game. He can also be used as a Cavalry commander on the battlefield; he's only C-rank, but he may be worth using before you recruit the far more talented Wilhelm and Mueller. Oh, and Egbert plays a mean game of checkers—drop in for a bout at your headquarters from time to time.

## Recruitment

Egbert can be found in the tunnels that connect Dwarf Camp and Agate Prison, but not until the return trip of your second visit, after freeing Takamu and Killey. To recruit him, listen to his rant letter by letter, avoiding the temptation to fast forward any of it. If you only press the button at the end of each comment (when the yellow icon appears), he'll join up to thank you for being such a good listener.

### SIGNATURE SKILL

### POTCH FINDER

Earn more Potch after battle





# Euram Barows

## Notes

You can only recruit Euram if you haven't already recruited Eresh, since the two share the same Star of Destiny. Eresh is by far the better character; Euram will not participate in standard combat and is merely a follower (with the Rumors ability) in military campaigns.

## Recruitment

You can't recruit Euram until after the event scene depicting Salum's death in Chapter 6. Then, if you've foiled his previous plots by recruiting Alhazred, Mathias, and Isabel, you can speak to him at the Barows Mansion in Rainwall and forgive his many crimes.

SIGNATURE SKILL

--



# Fuwalafuwal

## Notes

Fuwalafuwalu is a non-combat character who mainly provides guidance at your castle. But he will fight for you at times of war, where he leads (or assists) a ship-sinking beaver unit. Instead of the usual Gnaw ability, he'll provide one shot of high-level healing from the Flowing Rune.

## Recruitment

Fuwalafuwalu will help you save Lordlake, but won't join you until you return the favor and save Beaver Lodge in the game's fourth chapter.

SIGNATURE SKILL

--



# Fuyo

## Notes

Fuyo can participate in warfare as a military follower (with the Rumors skill), but you'll see her mainly as an opponent in Feitas, the tile game she'll offer to play with you whether you've recruited her or not. She'll give you a prize whenever you win, and they can be quite valuable at the harder levels of play.

## Recruitment

The detectives can be tricky to recruit, because there's a random factor at work. After restoring water to Lordlake and recruiting Norden, talk to Oboro on his Rafffleet ship and ask him to join you. If he declines, repeat the invitation after each major game event. Eventually he'll relent and Oboro, Fuyo, and Shigure (but not Sagiri) will join as a group.

SIGNATURE SKILL

--



# Haleth

## Notes

Yoran runs the Dragon Horse races at your castle, while Haleth makes the stakes for gamblers. Haleth also serves a useful function in your entourage, where his signature Haggle skill lets you get price breaks when shopping. Don't spend any Potch without him!

## Recruitment

Meet Haleth at the Administration Building in Hershville Naval Base. Then, after your headquarters expands to include the lowest level, visit the tavern and watch an event with Logg and Kisara (who must not be in your party). Next visit the storerooms in north Hershville (again without Logg). Leave town, return immediately, and speak with the clerk at the Administration Building. Haleth has fled to your castle's tavern, where he'll agree to join you.

SIGNATURE SKILL

HAGGLE

Buy and sell at shops at good prices





# Haswar

## Notes

Haswar doesn't really do anything, except give a military unit the Rest ability. But hey, she's family. And recruiting her will also net you a cool set of elven archers.

## Recruitment

You can permanently recruit Isato, Urda and Haswar only after the "New Queen's Campaign" battle. Visit the North Lunas Woods with Takamu in your party, and he'll find a secret path. On the other side you'll meet Urda, who you can escort back to Lunas to meet with Isato and Haswar. When you lead Haswar out of the forest, you'll recruit the two elves as well.

SIGNATURE SKILL

--



# Linfa

## Notes

After recruiting Linfa, you'll be able to earn money by gambling at Blindman's Bluff at your HQ. As an entourage character in combat, she'll let you retreat without fail. On the battlefield she offers only the Muddle ability.

## Recruitment

There are many steps to recruiting Linfa. You can complete all three parts in a row later in the game. Here are the steps to recruit her as quickly! 1. Meet her in Estrise, where she'll cheat you out of 2,000 Potch. 2. After the battle of Lelcar, she'll turn up in Yashuna, where she'll pay you back. 3. After concluding the imposter prince quest in Sable, she'll appear in the Rafffleet Inn. Play against her and she'll join you if you say that you trust her and pay off her 5,000 Potch debt.

SIGNATURE SKILL

--



# Lucretia Mercres

## Notes

Lucretia is your tactician, arguably the most important member of your army. Whenever you are unclear about what to do next, talk to Lucretia, and she'll give you excellent guidance. While she doesn't participate in standard combat and is merely a follower in military battles, her special Frenzy ability is as stunning as it is rare. It grants Attack, Defense and mobility bonuses equal to the combined effects of the Morale, Fortify, and Speed Up abilities.

## Recruitment

Your party will recruit Lucretia in a daring jailbreak during Chapter 2, shortly after your first battle at Rainwall.

SIGNATURE SKILL

--



# Luserina Barows

## Notes

Luserina is your army's human resources manager, and only by talking to her can you fill your party and replace old characters with new ones. Since your party is emptied out after most major game events, you'll be spending a lot of time together. Despite her seemingly harmless demeanor, her morale-boosting ability as a military follower will boost the Attack score of her unit by 5.

## Recruitment

Luserina will join you automatically when you arrive at the Barows Mansion in Rainwall, and you will befriend her soon after.

SIGNATURE SKILL

--





# Marina

## Notes

Marina runs the inn at your army's headquarters, where you can save the game and heal your party for free. She's also a capable combat healer, and will use her entourage skill to restore a few HP to each party member after each turn of battle. As a military follower, she'll give her unit the Rest ability, which allows them to slowly heal while stationary.

## Recruitment

Belcote and Marina will join you in Stormfist, but leave you at the end of the Sacred Games. They'll next turn up in Yashuna after you establish your Sindar Castle headquarters. Talk to Belcote outside the Hot Springs Inn, then find Marina inside and offer to let her run the inn at your headquarters.

### SIGNATURE SKILL

### HEALING

Recover HP during each turn in battle



# Mohsen

## Notes

Mohsen has the Trade-In entourage ability and the Defense-boosting Fortify ability in military combat, but his true value lies in the armor shop he's willing to open at your headquarters. When open he'll sell the same armor you've seen in shops throughout your travels, but all in one convenient location.

## Recruitment

Mohsen isn't quite the Godwin loyalist he claims to be. You'll meet him first in Lelcar, and then in Doraat where he opens a new armor shop. Spend 50,000 Potch there, then talk to him and see how quickly his loyalties shift. If you fail to do this before the second Doraat battle, he'll move his shop to Herschville.

### SIGNATURE SKILL

### TRADE IN

Receive Potch for discarding items



# Mueller

## Notes

Like his partner Wilhelm, Mueller will only fight for you in military battles, where he commands a cavalry or ram unit. His B-rank puts him a notch below Wilhelm, but Mueller can also serve as a second-in-command that gives his buddy's unit a good power boost. They make a fine team, but don't be reluctant to split them up when your battle plan calls for two cavalry units.

## Recruitment

After your victory against Lordlake's Hatred Fortress, Wilhelm and Mueller can usually be found hanging around at the inns of towns where you've scored military victories. (First in Raftfleet, then Lelcar, then Doraat) If you managed to win your most recent battle without suffering more than a few casualties, both will join you. If you fail at that, you may be able to turn their heads with attractive female party members like Viki, Norma, and Faylen.

### SIGNATURE SKILL

--



# Murad

## Notes

Murad doesn't fight but will join your entourage and use his signature Treatment ability to heal all participating characters at the end of battle. As a military follower, he serves the same purpose with the exceptional Relief ability.

## Recruitment

You'll meet Murad many times; ask him to join every time you see him, and he'll eventually relent. You'll see him anywhere people are suffering: At the Stormfist Arena, in Rainwall, in Raftfleet after Raftfleet's first battle, in Lordlake after Boz is sent to Sable, in Lelcar after Lelcar's first battle, at Beaver Lodge after it's attacked by Nether Gate, then in Doraat, Raftfleet again, and Sable after each is involved in a military battle.

### SIGNATURE SKILL

### TREATMENT

Recover HP after battle





# Norden

## Notes

Norden can't fight and won't do much around the castle but drink, so putting him in charge of an infantry unit or combat ship is the only way to recoup his bar tab. He's a decent leader and provides a Defense bonus when serving as a second-in-command.

## Recruitment

After moving your temporary headquarters to Raftfleet, Norden will take a room in the inn where you'll have a small chance to recruit him. If he declines, he'll turn up near the entrance to Lordlake when you restore its river and recruit its key citizens. Recruit him quickly, or he'll interfere with your ability to recruit the detectives.

SIGNATURE SKILL

--



# Oboro

## Notes

This is the type of thing you want to be doing. When and if you have the time and the inclination for such things. This is a great idea. Sometimes a pony gets depressed. Get a load of this view it's the best in the west. All the young dudes carry the news. This is the type of thing you want to be doing. When and if you have the time and the inclination

## Recruitment

The detectives can be tricky to recruit, because there's a random factor at work. After restoring water to Lordlake and recruiting Norden, talk to Oboro on his Raftfleet ship and ask him to join you. If he declines, repeat the invitation after each major game event. Eventually he'll relent and Oboro, Fuyo, and Shigure (but not Sagiri) will join as a group.

SIGNATURE SKILL

--



# Orok

## Notes

Orok is an opportunist who supports Godwin's operations in Lelcar, going so far as to kidnap local boys to serve in the Godwin army. When he joins your army, he won't have too much to offer, just a bit of council and his services as a leader/general of infantry units. His units will have the stat-lowering Muddle ability, which is inferior to the usual Charge on land, but superior at sea.

## Recruitment

You'll first meet Orok as a foe, but he'll change his tune when Godwin betrays the city of Lelcar. His true loyalties lie with his homeland, and he will join you automatically after you save his city in the first battle for Lelcar.

SIGNATURE SKILL

--



# Raja

## Notes

Raja is one of only 4 A-Rank commanders in your army, and she commands the special Dahak archery ship at sea (she cannot command a unit on land). While this 200-man ship is the pride of your navy, its destruction is a failure condition, so avoid direct combat in favor of using Raja's long-range Barrage ability. Fill out the Dahak's command crew with a general that can use Barrage twice and some sort of healer that can protect the ship from defeat.

## Recruitment

Raja will join you for the "Intercepting Luger's Fleet" battle that occurs while you're based in Rainwall.

SIGNATURE SKILL

--





# Rania

## Notes

Rania has a keen ear for sounds, which allows her both to construct Dragon Horse flutes and process the Sound Sets that let you change system noises. In combat her Bard ability has no function but to change the game's battle music to a tune she finds more pleasing.

## Recruitment

Speak to Rania at her Sauronix Castle home with Miakis in your party. After a demonstration of her Dragon Horse flutes, speak to her again to recruit her.

SIGNATURE SKILL	BARD
Affects battle music...	



# Retso

## Notes

Retso and Shun Min both have the Cook entourage skill, which allows them to make meals out of your fallen foes. You'll find their creations (recovery items) at the end of combat. Retso will also cook up and sell food in your castle's kitchen, provided you bring him ingredients found on your journeys, raised in Shun Min's fishery, and grown in Goesch's farm.

## Recruitment

Retso and Shun Min can't be recruited until the water drains to reveal the base level of the Sindar Castle. After that, you can visit Retso and listen to his tale of the Mystical Fish Sashimi. Return to your castle and go fishing with Subala (whom you must have recruited). Fish for long enough, and you'll catch a "Strange Fish" that you can bring to Retso. When he asks to see where you caught it, take him to Subala's dock, where he and his daughter will join you.

SIGNATURE SKILL	COOK
More food items appear after battle	



# Sairoh

## Notes

When recruited, Sairoh will open a trading post in the Sindar Castle and accompany you in battle with his Trade-In ability (which allows you to trade-in items at normal value instead of dropping them). But like his grandson, his real talent is as a military follower, where his Extra ability will allow his unit to use its special ability one extra time—even powerful ones like Star or Dawn!

## Recruitment

You'll find Sairoh at the Rafffleet trading post after you gain your Sindar Castle headquarters. Check rumors at the trading post until you hear the one about Salt skyrocketing in value, then solve the crisis by selling your stored stock or buying salt at various towns and reselling it at a profit in the Dwarf Cave. If you can profitably sell at least five units of salt in a limited amount of time, Sairoh will join when next you speak to him.

SIGNATURE SKILL	TRADE IN
Receive Patch for discarding items	



# Shinro

## Notes

When you acquire a castle, Shinro will open an item shop with a wide selection of both staples and accessories. In your entourage he'll aid you with the Trade-In ability, but his greatest talent comes into play when you put him in the follower slot of a military unit. His Extra ability will allow you to use that unit's special ability one additional time; no small thing if that ability is as powerful as the Prince's Dawn spell.

## Recruitment

Shinro may be the game's easiest character to recruit. Simply speak to him at his Rafffleet shop any time after Chapter 2's "Intercepting Luger's Fleet" battle.

SIGNATURE SKILL	TRADE IN
Receive Patch for discarding items	





# Shula Valya

## Notes

Shula does not sully himself with mundane combat, but he will lead a unit on the battlefield with great success. He is the fourth and final A-rank commander, and leads a cavalry unit with a skill that rivals Mueller's.

## Recruitment

Shula and his personal retinue of Sharmista and Nifsara are among the last characters to join you. You can recruit them in Chapter 6 when they send a message to Lucretia asking for a meeting in Yashuna.

### SIGNATURE SKILL

--



# Shun Min

## Notes

Like Retso, Shun Min has the Cook entourage skill that makes food out of fallen foes, and the Nourish military skill that allows a stationary unit to gradually recover its health. While Retso runs the kitchen, she'll start a small hatchery where you can bring her baby fish sold in various towns. She'll breed and raise them so Retso can expand his menu of recovery items.

## Recruitment

Retso and Shun Min can't be recruited until the water drains to reveal the base level of the Sindar Castle. After that, you can visit Retso and listen to his tale of the Mystical Fish Sashimi. Return to your castle and go fishing with Subala (who you must have recruited). Fish for long enough, and you'll eventually catch a "Strange Fish" that you can bring to Retso. When he asks to see where you caught it, take him to Subala's dock, where he and his daughter will join you.

### SIGNATURE SKILL

### COOK

More food items appear after battle



# Silva

## Notes

Silva will head up your castle's infirmary, which gives her a major story role but is of little use to you. Where she does help is on the battlefield, providing her unit with the Relief skill that regenerates HP after each battle. Pair her with a unit who can use the Charge skill a lot (allowing them to heal despite suffering no additional casualties) and you'll have a unit that's nearly unbeatable.

## Recruitment

Silva will join you automatically after your successful assault on the Hatred Fortress outside of Lordlake.

### SIGNATURE SKILL

--



# Takamu

## Notes

Takamu is one of the most important optional characters. He provides you with a map to Falena and improves the overworld auto-map, and he's the only character that can find the path back to Lunas, the home to four recruitable characters. He also has the Escape Route entourage skill (which lets you retreat without fail) and the rare Speed Up ability as a military follower.

## Recruitment

After freeing Lucretia, saving Raftfleet, and hiring the Oboro Detective Agency to investigate the Barows, add Cius and/or Lelei to your party and return to Agate Prison. Free Takamu from a cell near the storeroom with the save point, and then escort him to the large crate near that save point to recover his mapping gear.

### SIGNATURE SKILL

### ESCAPE ROUTE

Always escape from any non-boss battle





# Talgeyl

## Notes

Talgeyl seems like such a gentle guy, wanting no part of battle and offering only council at your castle. But on the battlefield he's a first class general, leading a rune archer troop with the powerful Mother Earth Rune that both damages foes and heals the unit's wounded.

## Recruitment

Talgeyl will join you automatically after your successful assault on the Hatred Fortress outside of Lordlake.

### SIGNATURE SKILL

--



# Taylor

## Notes

This intrepid journalist serves many functions. In your entourage, he can use the Analyze ability, in battle he'll add Rumors (which significantly lowers enemy defense) to a unit's skills, and at the Sindar Castle he writes and edits the Dawn Times, a newspaper that comes out after each major game event.

## Recruitment

After the battle of Lelcar, you'll find Taylor hanging out near the Sindar Castle's inn. Allow him to use the room for an interview, then follow him to the castle's top floor and let him use a room there too. Finally he'll go downstairs, near Georg's room, where you can generously grant one last interview. Impressed by your respect for the press, he'll join you on the spot.

### SIGNATURE SKILL

### ANALYZE

Reveal enemy status



# Toma

## Notes

Toma can't be used in combat and has no position at the castle, so his only game function is as a follower in military battles. There he provides his unit with the Survival ability, which increases their defensive strength as battle losses mount.

## Recruitment

Toma will accompany you temporarily as you strive to save Lordlake, and will join you permanently after your successful assault on the Hatred Fortress.

### SIGNATURE SKILL

--



# Volga

## Notes

Volga's only opportunity to contribute comes during military battles, where he commands a spear unit on land and a ram at sea. Put him second-in-command under Boz or Goesch, and he'll boost the unit's Defense, a bonus they would not provide if the positions were reversed.

## Recruitment

Volga is a supporter of the prince's policies and a loyal friend of Kyle's, and he'll gladly join you after you help save the town of Lelcar from the first Godwin offensive.

### SIGNATURE SKILL

--





# Wasil

## Notes

Wasil is one of three non-combat character who joins you after the first battle in Lelcar. In addition to offering his council from time to time, you'll find him to be a capable (B-ranked) military captain. Whether on land or sea, his unit will consist of standard archers.

## Recruitment

Wasil is a loyal and vocal supporter of the prince, and it won't be hard to win him over. He will join you automatically at the conclusion of the first battle Lelcar.

SIGNATURE SKILL

--



# Wilhelm

## Notes

Wilhelm will only fight for you in military battles, but he'll do a great job of it. He is one of only four A-ranked military leaders in the game, and will likely be the first cavalry commander you recruit. (He's just as skilled at sea, where he commands a ram unit.) Put his military prowess to good use!

## Recruitment

After your victory against Lordlake's Hatred Fortress, Wilhelm and Mueller can usually be found hanging around at the inns of towns where you've scored military victories. (First in Rafffleet, then Lelcar, then Doraat) If you managed to win your most recent battle without suffering more than a few casualties, both will join you. If you fail at that, you may be able to turn their heads with attractive female party members like Viki, Norma, and Faylen.

SIGNATURE SKILL

--



# Yoran

## Notes

This Dragon Cavalry stable boy can't participate in combat and has only the Survival skill to offer to a military unit. But he will add some spectacle to your Sindar Castle headquarters, running Dragon Horse races you can participate in or gamble on.

## Recruitment

Nick, Yoran and Ax will join you automatically if you choose to abandon your headquarters in Chapter 5. If you stay and fight you can later put together an all-male party that includes Roog and Rahal and recruit them in Goldius.

SIGNATURE SKILL

--



# Zunda

## Notes

If you bring Zunda Window Set items, she'll allow you to change the style of the in-game windows. As a military follower, she can also boost a unit's mobility with the Speed Up ability.

## Recruitment

After you gain your Sindar Castle headquarters, visit the Dwarf Cave and look for a small blue character on a ledge of the ladder that leads to the surface. Zunda will offer to join you, but only if you escort her to one particular window, which you'll find in an upper-level room of the Oracle's Chambers in Lunas. To return to Lunas, bring Takamu to the North Lunas Woods, where he can retrace the special path Isato took.

SIGNATURE SKILL

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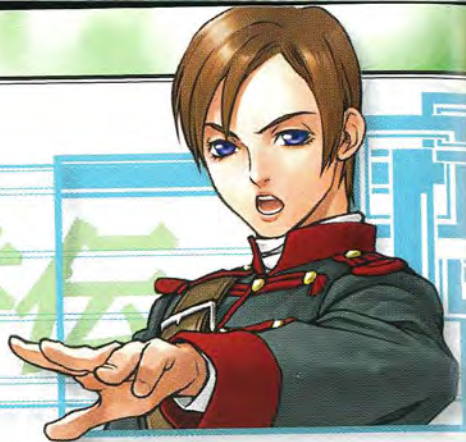


# Appendices



# Appendices

## Formation Appendix



**F**ormations are the most significant addition to the battle system in SUIKODEN V. By choosing the right formation you can enhance key characters while protecting your most vulnerable party members. Once per battle, you can use a powerful formation skill to recover health, protect your party or damage your foes.

### Weapon Accuracy

**E**ach character is classified as a (S)hort, (M)edium, or (L)ong-range character. Short-range characters are typically the most powerful, but their weapons become less accurate the further they are from the target. For maximum efficacy, make sure your short-range characters are as close to the top of the chart as possible (usually in the lowest numbered spots). Medium-range characters are happiest in the middle, and suffer small accuracy penalties when they're either too distant or too close to their target. Long-range characters have the same accuracy from anywhere in the field.



### Switching Formations in Battle

**Y**ou can switch your formation at the beginning of any turn in combat without penalty. Use this powerful option to choose a desired formation skill or to spread out your characters to avoid area-effect spells. (For example, if an enemy can cast the Blazing Wall spell, which targets an entire row, get out of the True Men formation as quickly as possible!)



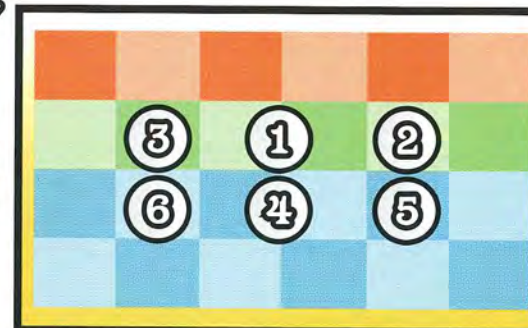
### About Normal Formations

**Y**ou begin with only the Standard formation, but will find many new formations during your quest. These end with the word "Tactic" and go straight to the Important Items section of your inventory. Each of these can be used with as few as one or as many as six characters.



### Standard

FORMATION MAP



#### STAT BOOSTS

None.

#### FOUND

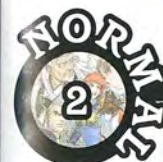
You begin the game with this formation.

#### FORMATION SKILL

**SOOTHE**: Each character regains HP equal to 30 + Hero's level. This ability triggers on your first character's turn.

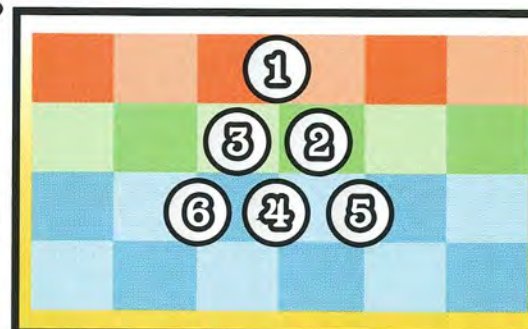
#### NOTES

This formation is ideal early in the game when you have mostly medium-range characters and the healing ability is significant. But the Soothe skill doesn't keep up with your characters' development, and this formation is hard on short-range characters.



### Arrowhead

FORMATION MAP



#### STAT BOOSTS

All Characters: Attack +2

#### FOUND

East Palace

#### FORMATION SKILL

**BLITZKRIEG**: This skill deals damage based on 100% of your characters' combined Attack score to a column of foes. It triggers on your first character's turn.

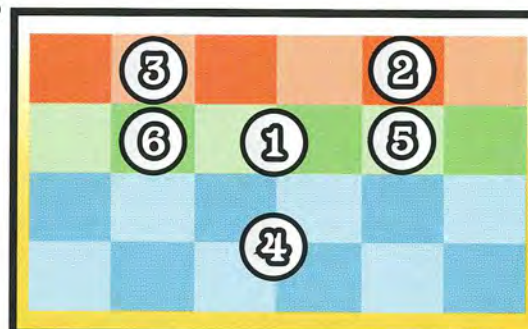
#### NOTES

This is a good offensive formation early in the game, but be very wary about using it against certain enemies. Since you're clustered together, casters of area-effect spells and attacks will be able to hit all of your characters at once.



### Double Arm

FORMATION MAP



#### STAT BOOSTS

All Characters: Physical and Magic Defense +2

#### FOUND

Stormfist Arena

#### FORMATION SKILL

**GUARDIAN**: Your characters get a 20% Physical Defense boost. Everyone attacks automatically in turn order.

#### NOTES

This is a solid defensive formation that pairs your characters so #1-3 are directly guarding #4-6. It gives you two great slots for short-range characters and three ideal positions for mid-range characters. The Guardian skill should only be used when you were going to use the Auto option anyway.



### Goose

FORMATION MAP



#### STAT BOOSTS

All Characters: Accuracy and Technique +2

#### FOUND

Western Woods (Outside of Stormfist)

#### FORMATION SKILL

**WILD GOOSE**: All of your characters attack first at the beginning of combat.

#### NOTES

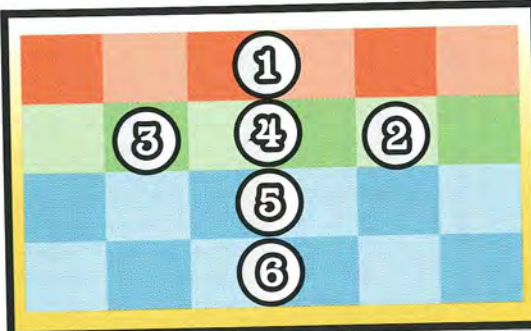
This formation does a good job of staggering your characters to avoid area-effect attacks. The formation skill can be quite useful against fast enemies, potentially slaying them before they can get their first turn. Against stronger foes, save it to use as a finisher.



NORMAL  
5

## Cross

FORMATION  
MAP



### STAT BOOSTS

All Characters: Attack +5

### FOUND

Haud Village

### FORMATION SKILL

**SOUTHERN CROSS:** On your first character's turn, your party forms a spinning star that deals damage to all foes based on 40% of your combined Attack score.

### NOTES

Your first formation with an attack skill is one of the best, and can often end a battle against a large group of weak enemies in a single turn! Dump this formation when facing foes with column attacks, however, or you'll be exposing 2/3 of your party to harm.

NORMAL  
6

## Crescent

FORMATION  
MAP



### STAT BOOSTS

All Characters: Physical and Magical Defense +5

### FOUND

Rainwall

### FORMATION SKILL

**HALFMOON:** Damage dealt to your party is halved for the turn. Your characters all attack automatically.

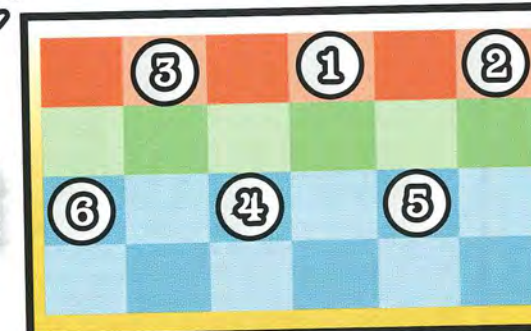
### NOTES

The Crescent pattern's defensive boost is quite significant and it offers a wide variety of positions, including a front row slot for a short-range fighter. Unless you intend to cast a spell, you should always use Half Moon on your first turn.

NORMAL  
7

## Hungry Wolf

FORMATION  
MAP



### STAT BOOSTS

Characters: Accuracy and Technique +5

### FOUND

Prize for "First Combat" Battle

### FORMATION SKILL

**WILD WOLF:** All of your characters attack first at the beginning of combat.

### NOTES

Hungry Wolf is an enhanced version of Goose that ups the bonuses and gives you three front row slots for short-range fighters. This is one of the best formations for fighter-heavy parties.

NORMAL  
8

## Tiger

FORMATION  
MAP



### STAT BOOSTS

Characters #1-3: +10 Attack  
Characters #4-6: +10 Magic

### FOUND

In Ceras Lake Ruins

### FORMATION SKILL

**TIGER SLASH:** On your first character's turn, your characters execute a column attack that deals damage based on 120% of their combined Attack score.

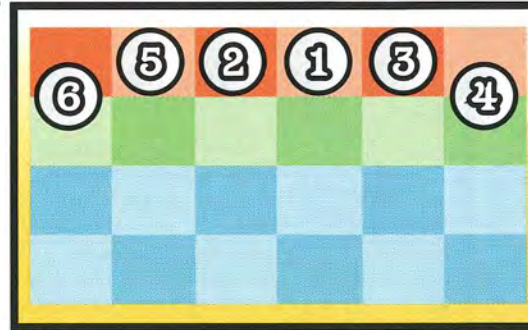
### NOTES

This formation is one of the best for well-rounded parties with short- and medium-range fighters in the front rows and mages in the back. It can be used to kill a powerful enemy before it can act. Never use this formation against foes who are capable of column attacks!

NORMAL  
9

## True Men

FORMATION  
MAP



### STAT BOOSTS

All Characters: ATK +20, PDF -20, EVA reduced to 0

### FOUND

Estrise

### FORMATION SKILL

**ELEGY:** Attack with damage based on your party's combined Attack score after enemies attack first. Can be used repeatedly.

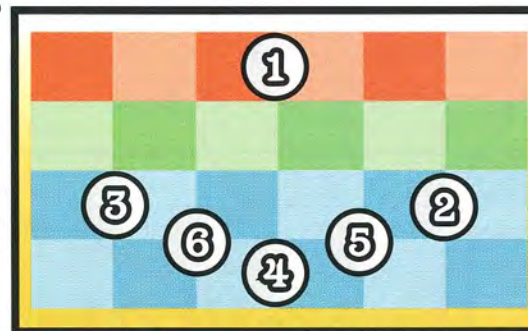
### NOTES

This is a deeply risky formation that sacrifices most of your physical defense for significant attack boosts and a full row of short-range slots. It's great if you want to rip through an easy area quickly, and it's also very effective against bosses who attack primarily with magic. In that instance, use your Elegy repeatedly — for no chance of missing.

NORMAL  
10

## Arrow Stance

FORMATION  
MAP



### STAT BOOSTS

Char. 1: PDF/MDF +20, EVA +10  
Char. 2-6: Long-range chars. get ATK, ACC and TEC +10

### FOUND

Yashuna Village

### FORMATION SKILL

**PROVOCATION:** Only character #1 will be targeted by foes. Can be used repeatedly, as long as character #1 is alive.

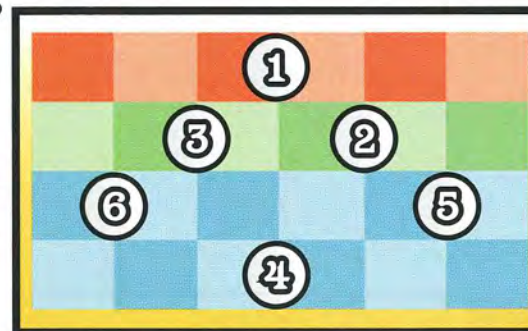
### NOTES

Try equipping your lead character with the Wall Rune or Steel Rune and equipment that regenerates health, then fill out your party with long-range fighters and spellcasters. This formation is great for leveling-up new characters; drop them in back while a heavily armored pro takes the front slot.

NORMAL  
11

## Striking Arrow

FORMATION  
MAP



### STAT BOOSTS

All Characters: Attack +10, Physical Defense -5

### FOUND

Nirva Island

### FORMATION SKILL

**ASUKA:** On your first character's turn, your characters execute a column attack that deals damage based on 140% of their combined Attack score.

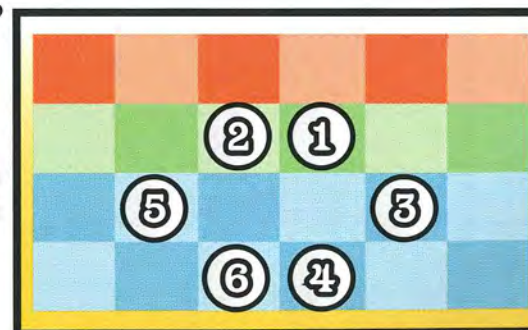
### NOTES

This is a variation of Tiger with a small defensive penalty and no Magic boost. On the plus side, the formation skill does a bit more damage and your characters are widely spaced, preventing your foes from ever hitting more than 2 characters with a row or column effect spell.

NORMAL  
12

## Circle

FORMATION  
MAP



### STAT BOOSTS

All Characters: Physical Defense +10, Attack -10

### FOUND

Ranro Mountain

### FORMATION SKILL

**DEFENSIVE CIRCLE:** Enemies cannot attack this turn. Your characters attack automatically.

### NOTES

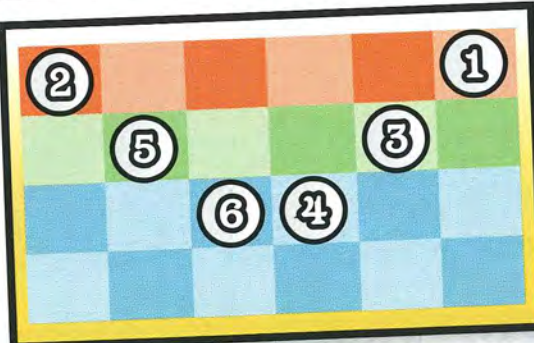
The Circle formation pulls short range characters from the front lines and gives everyone a significant attack penalty. In return it offers a defensive boost and an exceptional formation skill. This is a good default formation in challenging areas; use Defensive Circle to weaken your foes then finish them with spells and medium- and long-range attacks.



# Normal

## FORMATION MAP

### Crane Wing



#### STAT BOOSTS FOUND

All Characters: +10 Accuracy, Technique, Speed

Doraat Fortress

#### FORMATION SKILL

**CRANESWOOP**: All of your characters attack first at the beginning of combat.

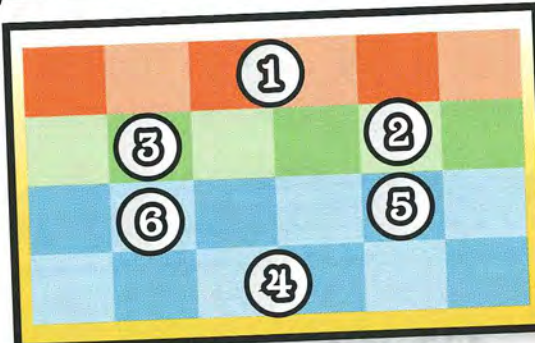
#### NOTES

The final variant of the Goose/Hungry Wolf series, Crane Wing ups the stat boosts, offers two slots for each character type and positions them in a way that makes you all but impervious to column effect spells and attacks.

# Normal

## FORMATION MAP

### Sorcery



#### STAT BOOSTS FOUND

All Chars.: PDF/MDF +5  
Char. #4: MAG +20

Underground Ruins (During Jean's Quest)

#### FORMATION SKILL

**TRUE CHAIN MAGIC**: Character #4 may choose a spell to cast twice in a row (at a cost of only 1 MP). All other characters automatically defend.

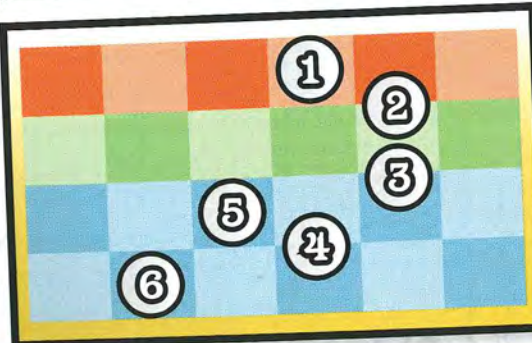
#### NOTES

When this powerful formation is in your inventory, you should always keep your deadliest mage in the #4 slot. Whenever you run into a tough fight you can switch to Sorcery and pound them Star Rune meteors or any other spell of your choice. Powered by a +20 magic bonus, no non-boss enemy should survive.

# Normal

## FORMATION MAP

### Illusion



#### STAT BOOSTS FOUND

All Characters: +10 to all basic stats

West Palace

#### FORMATION SKILL

**SPARK**: Annihilates all enemies. Can only be used against enemies that are lower level than your party.

#### NOTES

This formation comes extremely late in the game, and for good reason: if you had it earlier, you'd rarely use anything else! Ending weenie fights instantly with the formation skill is nice, but the real prize is the across-the-board stat boost.

## About Limited Formations

**T**hese formations are acquired like Normal Formations, but only appear as a selectable option when you have a certain number

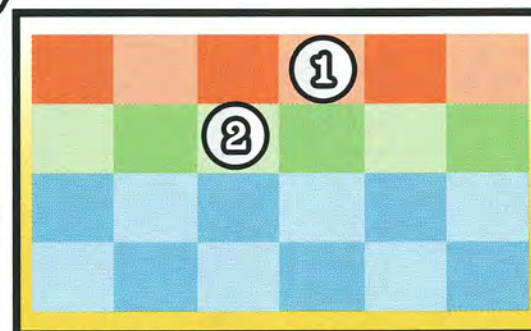
of normal-sized characters in your party. Some are quite powerful, and it may be worth dropping a character or two to use them.



# Limited

## FORMATION MAP

### Twin Slash



#### STAT BOOSTS FOUND

All Characters: Attack, Speed, and Physical Defense +10

Beaver Dam (Prize for Beating Dolph)

#### FORMATION SKILL

**RAGING SLASH**: On your first character's turn, your characters deal damage to all foes based on 120% of their combined Attack score. (Not possible if a character is unconscious.)

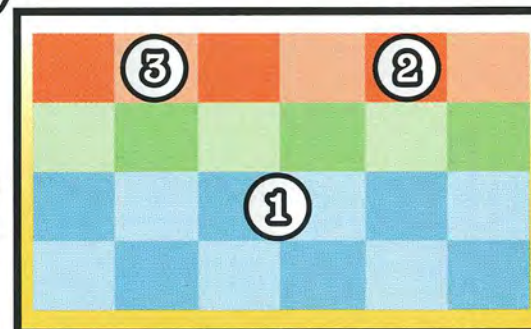
#### NOTES

When you're caught in a fight with only two characters, few formations can beat this one. It certainly isn't enough to justify using such a small roster, but when you have no other choice, the Raging Slash skill can help even the odds.

# Limited

## FORMATION MAP

### Tri-Wind



#### STAT BOOSTS FOUND

All Characters: ATK +20, MAG +20, PDF/MDF +10

Lelcar

#### FORMATION SKILL

**STORM**: Each character attacks a single enemy in turn, and deal 50% additional damage. This is a wind-type attack. (Not possible if any character is unconscious.)

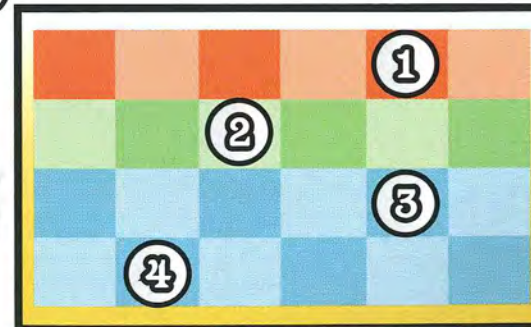
#### NOTES

The significant stat boosts this formation grants will help keep a small party alive. Using this formation against fairly easy foes is a good way to level up new characters quickly.

# Limited

## FORMATION MAP

### Quad Lightning



#### STAT BOOSTS FOUND

All Characters: Speed and Evasion +10

Doraat Fortress

#### FORMATION SKILL

**LIGHTNING DRAGON**: On your first character's turn, your characters deal lightning-type damage to all foes based on 70% of their combined Attack score. (Not possible if a character is unconscious.)

#### NOTES

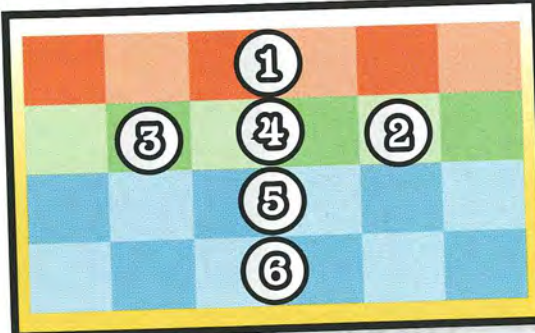
This is the weakest of the limited formations, offering limited stat boosts and a so-so formation skill. At least your characters are spaced far apart and it offers good slots for all ranges.



19 LIMITED

## Pent Phoenix

FORMATION MAP



### STAT BOOSTS

Character 1: +20 to all basic stats

### FOUND

Twilight Forest

### FORMATION SKILL

**DANCE OF THE PHOENIX:** On your first character's turn, your characters deal fire-type damage to all foes based on 60% of their combined ATK score. (Not possible if a character is unconscious.)

### NOTES

Make sure you read the description right—only Character #1 gets the generous boost. Still, that boost is significant and the formation skill is pretty decent. When you want to level up a bunch of characters, take four to an easy area and put a powerful spellcaster in the #1 slot.

## About Large Character Formations

**G**enoh and Byakuren are so large that they take up two character slots a piece and require unique battle formations. You don't need to

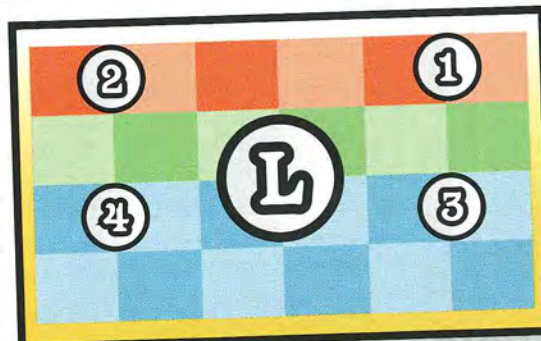
find these formations—you'll gain them automatically when you recruit one or both large characters to your party.



20 LARGE

## Blue Dragon

FORMATION MAP



### STAT BOOSTS

None

### FOUND

When You Recruit a Large Character

### FORMATION SKILL

**MONONOKE HEAL:** On the large character's turn, all characters are healed by an amount equal to 100 plus 5 per level of the large character.

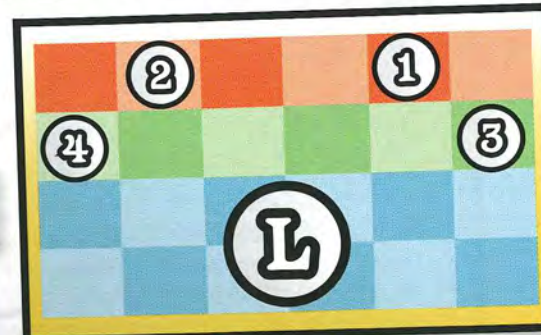
### NOTES

This standard large character formation will be the only option for players who have recruited a single large character. Fortunately, Mononoke Heal can completely heal your entire party at high levels. This is the most versatile large character formation, allowing you to use both short- and long-range characters effectively.

21 LARGE

## White Tiger

FORMATION MAP



### STAT BOOSTS

Chars. #1-4: Attack +10, Physical and Magic Defense +10

### FOUND

When You Recruit Both Large Characters

### FORMATION SKILL

**MONONOKE ENLIGHTENMENT:** At the beginning of the turn, all party characters get a +20 Evasion bonus.

### NOTES

This formation relegates your large character to the back row, where it will have a difficult time connecting with its short-range attacks. In exchange, your other four characters receive significant bonuses. This isn't a very good trade-off, especially when you factor in the weak formation skill.

22 LARGE

## Red Phoenix

FORMATION MAP



### STAT BOOSTS

L Character: Attack, Defense, and Evasion +10

### FOUND

When You Recruit Both Large Characters

### FORMATION SKILL

**MONONOKE FURY:** Choose a single enemy. As your other characters defend, your large character will enter a fury state for one turn, and attack the chosen character. It will then recover all damage dealt as HP.

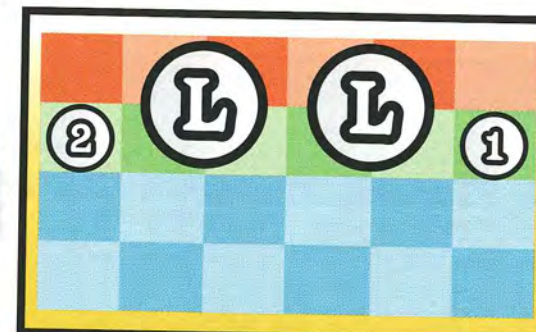
### NOTES

The opposite of White Tiger, this puts the large character front and center and gives it all the bonuses. Most of your enemies will attack the large target, who can recoup its lost HP with Mononoke Fury. This formation is primarily useful with a party composed entirely of mid- and long-range characters, particularly spellcasters.

23 LARGE

## Black Tortoise

FORMATION MAP



### STAT BOOSTS

All Characters: +10 to all basic stats

### FOUND

When Recruit Both Large Characters

### FORMATION SKILL

**MONONOKE MASTERY:** Annihilates all enemies. Can only be used against enemies that are lower level than your party.

### NOTES

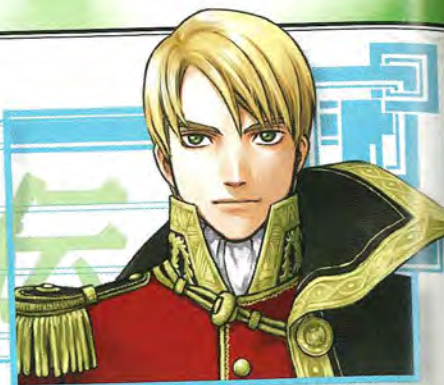
The skills and bonuses of this formation are identical to Illusion, but you can earn this one much sooner. To use it, you need a party with Genoh and Byakuren as well as the Hero, leaving only a single free slot. It's restrictive, but this formation is ideal for cruising lower-level areas for new members or battle foes for Potch and treasure.





## Appendices

# Monsters & Enemies



What follows are full stats for each of the 134 Monsters and 80 Enemies that you'll encounter throughout the course of SUIKODEN V. All Monsters and Enemies have been listed in alphabetical order for ease of reference. The names of REGULAR Monsters and Enemies appear over orange, while the names of BOSSES appear over red.

**NOTE** In the Cooking Items, the asterisk (\*) serves as a reminder that the chance of discovery only holds true if Retso and Shun Min are in your entourage.

## MONSTERS

ANCIENT CREEPER		LEVEL	POTCH	STR	TEC	ACC
Boss of Twilight Forest		53	45000	225	220	250
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	5000	700	MDF	SPD	LUC
ITEM DROP 1	PALE GATE PIECE	ITEM DROP 4	? PAINTING			
ITEM DROP 2	SILVER WHITE ROBE	ITEM DROP 5	—			
ITEM DROP 3	CYCLONE PIECE	COOKING ITEMS	MATSUTAKE RICE			

ARROW BAT		LEVEL	POTCH	STR	TEC	ACC
—		12	130	25	40	100
ENVIRONMENT	CAVE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	100	20	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	DRAIN PIECE			
ITEM DROP 3	—	COOKING ITEMS	CARPACCIO SALAD			

AVOLO PESTIS		LEVEL	POTCH	STR	TEC	ACC
Boss Version		30	3000	110	130	150
ENVIRONMENT	HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	700	250	MDF	SPD	LUC
ITEM DROP 1	MEGA MEDICINE	ITEM DROP 4	—			
ITEM DROP 2	GREAT FIREFLY PC	ITEM DROP 5	—			
ITEM DROP 3	SPIKED HELM	COOKING ITEMS	BROILED EEL			

BIG CREEPER		LEVEL	POTCH	STR	TEC	ACC
—		45	10000	220	200	250
ENVIRONMENT	FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	TASTY CHAR.	2500	180	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	? BONSAI			
ITEM DROP 2	—	ITEM DROP 5	? POT			
ITEM DROP 3	QUALITY SAKE	COOKING ITEMS	GRILLED SALMON			

ARMADILLON		LEVEL	POTCH	STR	TEC	ACC
—		53	400	63	80	100
ENVIRONMENT	FIELD HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	300	40	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	SUNBEAM PIECE	COOKING ITEMS	BROILED EEL			

AVOLO PESTIS		LEVEL	POTCH	STR	TEC	ACC
—		35	1300	185	160	180
ENVIRONMENT	HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	850	45	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	GREAT FIREFLY PC	COOKING ITEMS	BROILED EEL			

BANSHEE		LEVEL	POTCH	STR	TEC	ACC
—		20	800	70	100	100
ENVIRONMENT	SHORE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MALES	300	40	MDF	SPD	LUC
ITEM DROP 1	OCTOPUS	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	SLEEP ORB			
ITEM DROP 3	—	COOKING ITEMS	DELUXE SASHIMI			

BIG CREEPER		LEVEL	POTCH	STR	TEC	ACC
Boss Version		33	10000	190	160	180
ENVIRONMENT	FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	TASTY CHAR.	2200	500	MDF	SPD	LUC
ITEM DROP 1	BAKED CHEESECAKE	ITEM DROP 4	—			
ITEM DROP 2	? BONSAI	ITEM DROP 5	—			
ITEM DROP 3	BLACK WARRIOR GARB	COOKING ITEMS	GRILLED SALMON			

BILLIONEYE		LEVEL	POTCH	STR	TEC	ACC
—		58	9000	280	300	300
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FIGHTERS	2500	130	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	MAGICAL PIECE	ITEM DROP 5	FORTUNE PIECE			
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			

BLIGHT		LEVEL	POTCH	STR	TEC	ACC
—		35	2200	180	160	180
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	700	50	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	PREMIUM CHICKEN	COOKING ITEMS	CHICKEN CURRY			

BONE SOLDIER		LEVEL	POTCH	STR	TEC	ACC
—		45	3400	220	220	250
ENVIRONMENT	RUINS GRAVEYARD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1800	50	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	DOUBLE-EDGED ORB			
ITEM DROP 2	BONE BRACELET	ITEM DROP 5	—			
ITEM DROP 3	—	COOKING ITEMS	CARP SOUP			

BRONZE SUN		LEVEL	POTCH	STR	TEC	ACC
—		48	10000	220	220	250
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	HERO	3000	210	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	POWER PIECE			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	—	COOKING ITEMS	ABALONE STEAK			

CONDOR ZOMBIE		LEVEL	POTCH	STR	TEC	ACC
—		45	4800	220	250	250
ENVIRONMENT	HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	150	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	EQUILIBRIUM PC	COOKING ITEMS	CHICKEN CURRY			

COPPER SUN		LEVEL	POTCH	STR	TEC	ACC
Boss Version		51	30000	220	220	250
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	HERO	3000	600	MDF	SPD	LUC
ITEM DROP 1	VIOLENCE PIECE	ITEM DROP 4	—			
ITEM DROP 2	FLAME RING	ITEM DROP 5	—			
ITEM DROP 3	SCORCHED EARTH ARMOR	COOKING ITEMS	ABALONE STEAK			

BLADE BUNNY		LEVEL	POTCH	STR	TEC	ACC
White Version		13	120	35	30	80
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	L RANGE CHAR.	150	30	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	MEDICINE	ITEM DROP 5	—			
ITEM DROP 3	COUNTER ORB	COOKING ITEMS	VEGETABLE JUICE			

BLUE SCISSORS		LEVEL	POTCH	STR	TEC	ACC
—		42	5900	220	200	250
ENVIRONMENT	WATER SHORE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1800	60	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	CRAB	COOKING ITEMS	CRAB RICE BOWL			

BOOK OF CONDEMNATION		LEVEL	POTCH	STR	TEC	ACC
Alhazred Event		30	15000	130	300	300
ENVIRONMENT	YASHUNA	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	4000	1000	MDF	SPD	LUC
ITEM DROP 1	RESURRECTION PC	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	—	COOKING ITEMS	MARBLED STEAK			

CENTIPEDE		LEVEL	POTCH	STR	TEC	ACC
—		54	11000	260	300	300
ENVIRONMENT	FIELD HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	2500	180	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	GREAT FIREFLY PC	ITEM DROP 5	—			
ITEM DROP 3	—	COOKING ITEMS	BROILED EEL			

COPPER SUN		LEVEL	POTCH	STR	TEC	ACC
—		59	16000	240	300	300
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	HERO	3500	300	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
ITEM DROP 2	—	ITEM DROP 5	FORTUNE PIECE			
ITEM DROP 3	POWER PIECE	COOKING ITEMS	ABALONE STEAK			

CREEPER		LEVEL	POTCH	STR	TEC	ACC
—		16	300	58	50	100
ENVIRONMENT	FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	TASTY CHAR.	1200	45	MDF	SPD	LUC
ITEM DROP 1	CREEPER BEEDS	ITEM DROP 4	? BONSAI			
ITEM DROP 2	—	ITEM DROP 5	—			
ITEM DROP 3	? POT	COOKING ITEMS	FRUIT PUNCH			



DAGON		LEVEL	POTCH	STR	TEC	ACC
Yahr/Nelis Event		33	10000	200	300	300
				MAG	EVA	PDF
ENVIRONMENT	SHIP GRAVEYARD	HP	SP	120	85	150
PREFERRED TARGET	FRONT ROW	4500	700	MDF	SPD	LUC
ITEM DROP 1	WATER ORB	ITEM DROP 4	STONE OF LUCK			
40% Chance		5% Chance				
ITEM DROP 2	FLOWING LEATHER	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	FIRE SEALING PC	COOKING ITEMS	DELUXE SASHIMI			
10% Chance		20-30% Chance*				

DIAMOND SUN A		LEVEL	POTCH	STR	TEC	ACC
Boss of Sindar Ruins		35	15000	150	250	300
				MAG	EVA	PDF
ENVIRONMENT	RUINS	HP	SP	120	10	160
PREFERRED TARGET	FRONT ROW	3900	250	MDF	SPD	LUC
ITEM DROP 1	MEGA MEDICINE	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	RAGE PIECE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

DIFFERENTIAL GEAR		LEVEL	POTCH	STR	TEC	ACC
Babbage/Sorenson/Yu Event		23	15000	100	200	200
				MAG	EVA	PDF
ENVIRONMENT	REVOLVING BRIDGE	HP	SP	75	10	135
PREFERRED TARGET	FRONT ROW	3000	500	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	STEEL PIECE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

DOREMI ELF		LEVEL	POTCH	STR	TEC	ACC
Blue Version		33	700	145	160	180
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	115	70	55
PREFERRED TARGET	MIDDLE ROW	400	25	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	WATER AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

DOREMI ELF		LEVEL	POTCH	STR	TEC	ACC
Green Version		33	700	145	160	180
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	115	70	55
PREFERRED TARGET	MIDDLE ROW	400	25	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	WIND AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

DOREMI ELF		LEVEL	POTCH	STR	TEC	ACC
White Version		44	3500	210	200	250
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	131	80	120
PREFERRED TARGET	MIDDLE ROW	1500	50	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	GOLD EMBLEM			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

DARK BUNNY		LEVEL	POTCH	STR	TEC	ACC
Black Version		20	900	70	100	110
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	20	40	30
PREFERRED TARGET	L RANGE CHAR.	270	45	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	COUNTER ORB	COOKING ITEMS	VEGETABLE JUICE			
10% Chance		20-30% Chance*				

DIAMOND SUN B		LEVEL	POTCH	STR	TEC	ACC
Boss of Sindar Ruins		42	15000	140	250	300
				MAG	EVA	PDF
ENVIRONMENT	RUINS	HP	SP	120	10	110
PREFERRED TARGET	FRONT ROW	1800	250	MDF	SPD	LUC
ITEM DROP 1	FLAME ARMOR	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	FLOWING PIECE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

DOREMI ELF		LEVEL	POTCH	STR	TEC	ACC
Red Version		33	700	145	160	180
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	115	70	55
PREFERRED TARGET	MIDDLE ROW	400	25	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	FLAME AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

DOREMI ELF		LEVEL	POTCH	STR	TEC	ACC
Orange Version		33	700	145	160	180
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	115	70	55
PREFERRED TARGET	MIDDLE ROW	400	25	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	LIGHTNING AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

DOREMI ELF		LEVEL	POTCH	STR	TEC	ACC
Purple Version		33	700	145	160	180
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	115	70	55
PREFERRED TARGET	MIDDLE ROW	400	25	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	EARTH AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

DRAGONFLY		LEVEL	POTCH	STR	TEC	ACC
—		27	350	110	150	180
				MAG	EVA	PDF
ENVIRONMENT	HILLS	HP	SP	85	40	45
PREFERRED TARGET	MIDDLE ROW	400	30	MDF	SPD	LUC
ITEM DROP 1	MEDICINE	ITEM DROP 4	GREAT FIREFLY PC			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	BROILED EEL			
10% Chance		20-30% Chance*				

EMBRYO		LEVEL	POTCH	STR	TEC	ACC
—		29	2500	110	130	150
				MAG	EVA	PDF
ENVIRONMENT	RUINS	HP	SP	125	50	100
PREFERRED TARGET	FRONT ROW	900	120	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	STEEL PIECE	COOKING ITEMS	CHICKEN CURRY			
10% Chance		20-30% Chance*				

EVIL TOAD		LEVEL	POTCH	STR	TEC	ACC
—		23	820	110	150	180
				MAG	EVA	PDF
ENVIRONMENT	WATER / CAVE	HP	SP	124	50	50
PREFERRED TARGET	MAGES	450	50	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	PROSPERITY PIECE			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	SASHIMI COMBO			
10% Chance		20-30% Chance*				

FURBALL		LEVEL	POTCH	STR	TEC	ACC
—		35	4000	185	160	200
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	75	65	35
PREFERRED TARGET	FRONT ROW	2000	100	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	SUNBEAM PIECE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	POTATO SALAD			
10% Chance		20-30% Chance*				

GHOST ARMOR		LEVEL	POTCH	STR	TEC	ACC
—		30	850	140	180	180
				MAG	EVA	PDF
ENVIRONMENT	RUINS	HP	SP	128	60	100
PREFERRED TARGET	FRONT ROW	600	50	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	? STATUE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	GRILLED SALMON			
10% Chance		20-30% Chance*				

GHOST SHIELD		LEVEL	POTCH	STR	TEC	ACC
—		28	500	115	160	170
				MAG	EVA	PDF
ENVIRONMENT	RUINS	HP	SP	88	50	115
PREFERRED TARGET	MAGES	500	30	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	STEEL PIECE	COOKING ITEMS	GRILLED SALMON			
10% Chance		20-30% Chance*				

GOLDEN BUNNY		LEVEL	POTCH	STR	TEC	ACC
Gold Version		13	800	58	100	100
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	10	36	30
PREFERRED TARGET	L RANGE CHAR.	250	45	MDF	SPD	LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	PROSPERITY PIECE			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	VEGETABLE JUICE			
10% Chance		20-30% Chance*				

ENMESHARRA		LEVEL	POTCH	STR	TEC	ACC
Final Area Boss		64	30000	350	350	400
				MAG	EVA	PDF
ENVIRONMENT	RUINS	HP	SP	125	130	320
PREFERRED TARGET	FRONT ROW	8500	1000	MDF	SPD	LUC
ITEM DROP 1	IMMORTAL MEDICINE	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	WATER RING	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	SEAFOOD RICE BOWL			
10% Chance		20-30% Chance*				

FASOLA		LEVEL	POTCH	STR	TEC	ACC
Can Be Recruited by Cornelius		10	100	40	100	100
				MAG	EVA	PDF
ENVIRONMENT	FIELD	HP	SP	115	30	20
PREFERRED TARGET	MIDDLE ROW	100	40	MDF	SPD	LUC
				100	90	70
ITEM DROP ① —		ITEM DROP ④ 5% Chance		LIGHTNING AMULET		
ITEM DROP ② — 20% Chance		ITEM DROP ⑤ 1% Chance		—		
ITEM DROP ③ — 10% Chance		COOKING ITEMS 20-30% Chance*		—		



GRAY ULSE		LEVEL	POTCH	STR	TEC	ACC
Boss Version		22	4000	95	100	150
ENVIRONMENT	LORDLAKE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	900	250	111	40	50
ITEM DROP ①	MEGA MEDICINE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		90	80	68
ITEM DROP ②	VIOLENCE PIECE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	BOOST PIECE	COOKING ITEMS	CARPACCIO SALAD			
10% Chance		20-30% Chance*				

GUARDIAN HEAT SPRITE		LEVEL	POTCH	STR	TEC	ACC
Last Boss		60	0	380	350	400
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	6500	1000	60	40	175
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		450	170	120
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

GUDALIM		LEVEL	POTCH	STR	TEC	ACC
Final Area Boss (Zweig Route)		64	30000	350	350	400
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	8500	1000	125	95	320
ITEM DROP ①	IMMORTAL MEDICINE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		390	150	128
ITEM DROP ②	WIND RING	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	SEAFOOD RICE BOWL			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Common Variant		4	60	20	10	30
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	80	20	13	8	6
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		10	10	8
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Common Variant		5	70	25	15	50
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	100	20	16	10	8
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		13	13	10
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Rare Variant		18	350	70	100	100
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	500	30	35	36	30
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		50	30	36
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	MILK BATH BEEDS	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

GREATER SALAMANDY		LEVEL	POTCH	STR	TEC	ACC
—		28	700	115	130	150
ENVIRONMENT	WATER	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MAGES	400	40	85	40	45
ITEM DROP ①	—	ITEM DROP ④	FIRE SEALING PC	MDF	SPD	LUC
40% Chance		5% Chance		100	65	56
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

GUARDIAN LIGHT SPRITE		LEVEL	POTCH	STR	TEC	ACC
Last Boss		60	0	370	350	400
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	6500	1000	60	40	175
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		450	170	120
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Common Variant		4	60	20	10	30
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	80	20	13	8	6
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		10	10	10
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Common Variant		5	70	30	15	40
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	100	20	16	10	8
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		13	13	10
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	CITRUS	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Common Variant		6	90	25	20	50
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	100	20	20	12	10
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		16	15	12
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

HAIRBALL		LEVEL	POTCH	STR	TEC	ACC
Rare Variant		18	350	50	80	100
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	60	30	40	36	105
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		20	30	36
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	JUICE			
10% Chance		20-30% Chance*				

HELLHOUND		LEVEL	POTCH	STR	TEC	ACC
Lordlake Event		21	960	70	80	120
ENVIRONMENT	LORDLAKE / FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FIGHTERS	220	40	105	40	30
ITEM DROP ①	—	ITEM DROP ④	VIOLENCE PIECE	MDF	SPD	LUC
40% Chance		5% Chance		50	65	42
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	BROILED EEL			
10% Chance		20-30% Chance*				

HERMILIO CRAB		LEVEL	POTCH	STR	TEC	ACC
—		28	550	100	70	150
ENVIRONMENT	WATER / SHORE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	DEFENDERS	450	35	75	30	70
ITEM DROP ①	—	ITEM DROP ④	ABALONE	MDF	SPD	LUC
40% Chance		5% Chance		60	50	56
ITEM DROP ②	TURBINE SHELLS	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	SASHIMI COMBO			
10% Chance		20-30% Chance*				

HOLLY BOY		LEVEL	POTCH	STR	TEC	ACC
—		10	30	10	5	5
ENVIRONMENT	FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	80	10	7	10	3
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		5	25	20
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	ANTIDOTE	COOKING ITEMS	TOMATO SALAD			
10% Chance		20-30% Chance*				

HOLLY ELF		LEVEL	POTCH	STR	TEC	ACC
Boss Version		17	500	60	80	150
ENVIRONMENT	FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MALES	650	180	45	20	35
ITEM DROP ①	MEGA MEDICINE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		35	70	30
ITEM DROP ②	? BONSAI	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	FEATHER HAT	COOKING ITEMS	TOMATO SALAD			
10% Chance		20-30% Chance*				

HUGE LEGS		LEVEL	POTCH	STR	TEC	ACC
—		28	880	140	130	150
ENVIRONMENT	FOREST / CAVE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FIGHTERS	800	45	118	50	65
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		90	100	56
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	POISON ORB	COOKING ITEMS	CHICKEN CURRY			
10% Chance		20-30% Chance*				

HYDRA		LEVEL	POTCH	STR	TEC	ACC
Yahr / Nelis Event		38	10000	220	300	300
ENVIRONMENT	SHIP GRAVEYARD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	5500	700	120	85	150
ITEM DROP ①	EARTH PIECE	ITEM DROP ④	STONE OF LUCK	MDF	SPD	LUC
40% Chance		5% Chance		150	100	70
ITEM DROP ②	WATER SEALING PC	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	FIRE SEALING PC	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

HELLSTEED		LEVEL	POTCH	STR	TEC	ACC
Boss		60	50000	320	300	300
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FEMALES	5000	1000	245	90	245
ITEM DROP ①	BLOOD SCALE MAIL	ITEM DROP ④	BOUNDARY PIECE	MDF	SPD	LUC
40% Chance		5% Chance		350	150	200
ITEM DROP ②	UNICORN ORB	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	MARBLED STEAK			
10% Chance		20-30% Chance*				

HERMISIO CRAB		LEVEL	POTCH	STR	TEC	ACC
Skull Version		33	1800	180	160	160
ENVIRONMENT	WATER / SHORE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	DEFENDERS	900	40	101	30	120
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		110	80	66
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	SASHIMI COMBO			
10% Chance		20-30% Chance*				

HOLLY ELF		LEVEL	POTCH	STR	TEC	ACC
—		18	210	60	70	150
ENVIRONMENT	FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MALES	500	50	45	20	35
				MDF	SPD	LUC
				35	70	35
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	MEDICINE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	? BONSAI	COOKING ITEM S	TOMATO SALAD			
10% Chance		20-30% Chance*				



KILLER BUNNY		LEVEL	POTCH	STR	TEC	ACC
Grey Version		45	3000	220	250	250
ENVIRONMENT		CAVE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		L RANGE CHAR.	1500	130	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	KILLER ORB			
40% Chance		5% Chance				
ITEM DROP 2	COUNTER ORB	ITEM DROP 5	VIPER ORB			
20% Chance		1% Chance				
ITEM DROP 3	SKUNK ORB	COOKING ITEMS	VEGETABLE JUICE			
10% Chance		20-30% Chance*				

KING MANTIK		LEVEL	POTCH	STR	TEC	ACC
—		52	7400	255	300	300
ENVIRONMENT		WATER / SHORE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FRONT ROW	2000	130	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	CRAB	ITEM DROP 5	POWER BELT			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	CRAB RICE BOWL			
10% Chance		20-30% Chance*				

LARGE SPIDER		LEVEL	POTCH	STR	TEC	ACC
—		20	420	70	80	100
ENVIRONMENT		FOREST / CAVE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FIGHTERS	350	30	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	POISON ORB			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	BROILED EEL			
10% Chance		20-30% Chance*				

MAD CONDOR		LEVEL	POTCH	STR	TEC	ACC
—		28	350	120	100	150
ENVIRONMENT		HILLS	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FRONT ROW	500	40	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	FEATHER ORNAMENT	ITEM DROP 5	EQUILIBRIUM PC			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	CHICKEN CURRY			
10% Chance		20-30% Chance*				

MAGIC SHIELD		LEVEL	POTCH	STR	TEC	ACC
—		46	5000	215	220	250
ENVIRONMENT		RUINS	HP	SP	MAG	EVA PDF
PREFERRED TARGET		MAGES	1000	60	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	STEEL PIECE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	GRILLED SALMON			
10% Chance		20-30% Chance*				

MAN-EATING BAT		LEVEL	POTCH	STR	TEC	ACC
—		22	450	75	100	150
ENVIRONMENT		CAVE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		MALES	300	25	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	DRAIN PIECE			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	CARPACCIO SALAD			
10% Chance		20-30% Chance*				

KILLER TIGER		LEVEL	POTCH	STR	TEC	ACC
—		36	1800	185	160	200
ENVIRONMENT		FIELD / FOREST	HP	SP	MAG	EVA PDF
PREFERRED TARGET		DEFENDERS	1100	55	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	FUR CLOTHES	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

KING SALAMANDY		LEVEL	POTCH	STR	TEC	ACC
—		34	1500	175	160	180
ENVIRONMENT		WATER	HP	SP	MAG	EVA PDF
PREFERRED TARGET		MAGES	750	50	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	FIRE SEALING PC	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

LATIDO		LEVEL	POTCH	STR	TEC	ACC
Can Be Recruited by Cornelius		10	100	40	100	100
ENVIRONMENT		FIELD	HP	SP	MAG	EVA PDF
PREFERRED TARGET		MIDDLE ROW	100	40	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	EARTH AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

MAD DOG		LEVEL	POTCH	STR	TEC	ACC
Lordlake Variant		6	200	33	20	80
ENVIRONMENT		LORDLAKE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FIGHTERS	150	35	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	MEDICINE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	BROILED EEL			
10% Chance		20-30% Chance*				

MALIFAUZ		LEVEL	POTCH	STR	TEC	ACC
—		48	15000	220	250	280
ENVIRONMENT		RUINS	HP	SP	MAG	EVA PDF
PREFERRED TARGET		L RANGE CHAR.	2500	200	MDF	SPD LUC
ITEM DROP 1	MEGA MEDICINE	ITEM DROP 4	MAGICAL PIECE			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	TUNA RICE BOWL			
10% Chance		20-30% Chance*				

MANTIKRA		LEVEL	POTCH	STR	TEC	ACC
—		23	750	110	130	150
ENVIRONMENT		WATER / SHORE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FRONT ROW	400	45	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	CRAB			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	CRAB RICE BOWL			
10% Chance		20-30% Chance*				

MECHANICAL ARCHER		LEVEL	POTCH	STR	TEC	ACC
Babbage/Sorenson/Yu Event		25	500	85	160	180
ENVIRONMENT		REVOLVING BRIDGE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FRONT ROW	500	50	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	? PAINTING	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	STEEL PIECE	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

MIFASO		LEVEL	POTCH	STR	TEC	ACC
Can Be Recruited by Cornelius		10	100	40	100	100
ENVIRONMENT		FIELD	HP	SP	MAG	EVA PDF
PREFERRED TARGET		MIDDLE ROW	100	40	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	WATER AMULET			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

MONDEYE		LEVEL	POTCH	STR	TEC	ACC
—		28	550	100	160	180
ENVIRONMENT		RUINS	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FIGHTERS	450	45	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	—	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	MAGICAL PIECE	COOKING ITEMS	DELUXE SALAD			
10% Chance		20-30% Chance*				

NARIQUA		LEVEL	POTCH	STR	TEC	ACC
—		45	2500	220	250	250
ENVIRONMENT		CAVE	HP	SP	MAG	EVA PDF
PREFERRED TARGET		FEMALES	1800	135	MDF	SPD LUC
ITEM DROP 1	—	ITEM DROP 4	—			
40% Chance		5% Chance				
ITEM DROP 2	DRAIN PIECE	ITEM DROP 5	—			
20% Chance		1% Chance				
ITEM DROP 3	—	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

OGRE FROG		LEVEL	POTCH	STR	TEC	ACC
—		28	650	100	150	180
ENVIRONMENT	WATER	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MAGES	400	50	MDF	SPD	LUC
				50	60	56
ITEM DROP ① —		ITEM DROP ④ —				
40% Chance		5% Chance				
ITEM DROP ② —		ITEM DROP ⑤ —		PROSPERITY RACE		
20% Chance		1% Chance				
ITEM DROP ③ —		COOKING ITEMS		SASHIMI COMBO		
10% Chance		20-30% Chance*				



PURPLE CREEPER		LEVEL	POTCH	STR	TEC	ACC
—		21	720	80	80	120
ENVIRONMENT	FOREST / CAVE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	TASTY CHAR.	1200	35	75	46	15
ITEM DROP ①	CREEPER BEEDS	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		30	40	46
ITEM DROP ②	? BONSAI	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	? POT	COOKING ITEMS	FRUIT PUNCH			
10% Chance		20-30% Chance*				

RAZORBACK		LEVEL	POTCH	STR	TEC	ACC
Boss Version		37	10000	200	100	180
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	450	105	50	110
ITEM DROP ①	POWER PIECE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		140	120	74
ITEM DROP ②	MARbled BEEF	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	POWER BELT	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

RED ULSE		LEVEL	POTCH	STR	TEC	ACC
Boss Version		19	1500	78	100	100
ENVIRONMENT	LORDLAKE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	500	200	82	35	25
ITEM DROP ①	MEGA MEDICINE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		40	80	50
ITEM DROP ②	VIOLENCE PIECE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	BOOST PIECE	COOKING ITEMS	CARPACCIO SALAD			
10% Chance		20-30% Chance*				

ROCK GOLEM		LEVEL	POTCH	STR	TEC	ACC
—		60	16000	290	300	300
ENVIRONMENT	FOREST / RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	3000	350	135	120	310
ITEM DROP ①	—	ITEM DROP ④	? STATUE	MDF	SPD	LUC
40% Chance		5% Chance		200	50	120
ITEM DROP ②	MAGICAL PIECE	ITEM DROP ⑤	? PAINTING			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	GRILLED CHICKEN			
10% Chance		20-30% Chance*				

ROCKADILLO		LEVEL	POTCH	STR	TEC	ACC
—		35	2000	190	180	200
ENVIRONMENT	FIELD / HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	800	45	85	52	140
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		50	95	70
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	SUNBEAM PIECE	COOKING ITEMS	BROILED EEL			
10% Chance		20-30% Chance*				

SABER FANG		LEVEL	POTCH	STR	TEC	ACC
—		45	7600	230	250	250
ENVIRONMENT	FIELD / FOREST	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	DEFENDERS	2200	100	173	90	160
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		180	190	90
ITEM DROP ②	FUR CLOTHES	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	BYAKKO CHAIN MAIL	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

RAZORBACK		LEVEL	POTCH	STR	TEC	ACC
—		45	4500	220	230	250
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2500	120	105	70	170
ITEM DROP ①	—	ITEM DROP ④	MARbled BEEF	MDF	SPD	LUC
40% Chance		5% Chance		140	120	90
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	POWER PIECE	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

RED ULSE		LEVEL	POTCH	STR	TEC	ACC
—		20	550	80	100	120
ENVIRONMENT	LORDLAKE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	500	40	82	30	25
ITEM DROP ①	—	ITEM DROP ④	BOOST PIECE	MDF	SPD	LUC
40% Chance		5% Chance		40	70	40
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	VIOLENCE PIECE	COOKING ITEMS	CARPACCIO SALAD			
10% Chance		20-30% Chance*				

REMIFA		LEVEL	POTCH	STR	TEC	ACC
Can Be Recruited by Cornelius		10	100	40	100	100
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	100	40	115	30	20
ITEM DROP ①	—	ITEM DROP ④	FLAME AMULET	MDF	SPD	LUC
40% Chance		5% Chance		100	90	70
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

ROCK GOLEM		LEVEL	POTCH	STR	TEC	ACC
Boss Version		47	30000	250	250	280
ENVIRONMENT	FOREST / RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	90	135	120	310
ITEM DROP ①	MAGICAL PIECE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		100	50	85
ITEM DROP ②	? STATUE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	EARTH RING	COOKING ITEMS	GRILLED CHICKEN			
10% Chance		20-30% Chance*				

ROYAL MUMMY		LEVEL	POTCH	STR	TEC	ACC
—		45	3400	225	220	250
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	60	120	90	150
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		170	135	90
ITEM DROP ②	MAGIC ABSORB PC	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	BOUNDARY PIECE	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

SALAMANDER		LEVEL	POTCH	STR	TEC	ACC
—		45	12000	230	220	250
ENVIRONMENT	FIELD / HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	L RANGE CHAR.	4000	200	110	50	170
ITEM DROP ①	—	ITEM DROP ④	FIRE DRAGON ARMOR	MDF	SPD	LUC
40% Chance		5% Chance		230	100	94
ITEM DROP ②	FIRE ORB	ITEM DROP ⑤	WATER SEALING PC			
20% Chance		1% Chance				
ITEM DROP ③	MARbled BEEF	COOKING ITEMS	CHICKEN CURRY			
10% Chance		20-30% Chance*				

SALAMANDER		LEVEL	POTCH	STR	TEC	ACC
Boss Version		38	12000	225	200	220
ENVIRONMENT	FIELD / HILLS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	L RANGE CHAR.	4000	350	110	50	170
ITEM DROP ①	FIRE DRAGON ARMOR	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		230	100	94
ITEM DROP ②	WATER SEALING PC	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	CHICKEN CURRY			
10% Chance		20-30% Chance*				

SHEPCESSKA		LEVEL	POTCH	STR	TEC	ACC
Elesh Event		38	30000	270	300	300
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	8000	1500	250	80	220
ITEM DROP ①	SACRED OATH EPIC	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		350	130	81
ITEM DROP ②	CYCLONE PIECE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	EARTH PIECE	COOKING ITEMS	MARbled STEAK			
10% Chance		20-30% Chance*				

SIREN		LEVEL	POTCH	STR	TEC	ACC
Boss Version		22	700	80	100	100
ENVIRONMENT	SHORE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MALES	700	300	70	74	40
ITEM DROP ①	MEGA MEDICINE	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		120	80	74
ITEM DROP ②	SLEEP ORB	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	FLOWING SWORD ORB	COOKING ITEMS	DELUXE SASHIMI			
10% Chance		20-30% Chance*				

SKULL ARMY		LEVEL	POTCH	STR	TEC	ACC
—		58	6000	270	300	300
ENVIRONMENT	CAVE / RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2800	130	150	120	230
ITEM DROP ①	—	ITEM DROP ④	STRIKE-BACK ORB	MDF	SPD	LUC
40% Chance		5% Chance		250	155	116
ITEM DROP ②	BONE BRACELET	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

SOLATI		LEVEL	POTCH	STR	TEC	ACC
Can Be Recruited by Cornelius		10	100	40	100	100
ENVIRONMENT	FIELD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	100	40	115	30	20
ITEM DROP ①	—	ITEM DROP ④	WIND AMULET	MDF	SPD	LUC
40% Chance		5% Chance		100	90	70
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

SUN RUNE INCARNATION		LEVEL	POTCH	STR	TEC	ACC
Last Boss		65	50000	370	350	400
ENVIRONMENT	RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	14000	1000	280	95	300
ITEM DROP ①	—	ITEM DROP ④	—	MDF	SPD	LUC
40% Chance		5% Chance		520	150	130
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

SALAMANDY		LEVEL	POTCH	STR	TEC	ACC
—		28	450	110	130	150
ENVIRONMENT	WATER	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MAGES	350	35	82	40	40
ITEM DROP ①	MEDICINE	ITEM DROP ④	FIRE SEALING PC	MDF	SPD	LUC
40% Chance		5% Chance		70	65	56
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

SIREN		LEVEL	POTCH	STR	TEC	ACC
—		35	2600	180	160	180
ENVIRONMENT	SHORE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MALES	900	60	115	74	90
ITEM DROP ①	—	ITEM DROP ④	SLEEP ORB	MDF	SPD	LUC
40% Chance		5% Chance		120	120	74
ITEM DROP ②	ABALONE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	TURBINE SHELLS	COOKING ITEMS	DELUXE SASHIMI			
10% Chance		20-30% Chance*				

SKELETON		LEVEL	POTCH	STR	TEC	ACC
—		28	400	120	170	170
ENVIRONMENT	RUINS / NIGHT	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	550	30	98	40	80
				MDF	SPD	LUC
				100	100	56
ITEM DROP ① —		ITEM DROP ④		BONE HEEL		
40% Chance		5% Chance				
ITEM DROP ② —		ITEM DROP ⑤		—		
20% Chance		1% Chance				
ITEM DROP ③ BONE BRACELET		COOKING ITEMS		CARP SOUP		
10% Chance		20-30% Chance*				



TARANTULA		LEVEL	POTCH	STR	TEC	ACC
Boss Version		30	7500	160	160	180
ENVIRONMENT		HP	SP	MAG	EVA	PDF
FOREST / CAVE		137	60	80		
PREFERRED TARGET		FIGHTERS	1100	300	MDF	SPD LUC
ITEM DROP ①		MEGA MEDICINE	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		VENOM ORB	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		EYEBALL RING	COOKING ITEMS	CHICKEN CURRY		
10% Chance			20-30% Chance*			

TERROR ARMOR		LEVEL	POTCH	STR	TEC	ACC
—		53	9500	300	300	300
ENVIRONMENT		HP	SP	MAG	EVA	PDF
RUINS		180	120	220		
PREFERRED TARGET		FRONT ROW	3000	160	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		—	ITEM DROP ⑤	? STATUE		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	GRILLED SALMON		
10% Chance			20-30% Chance*			

ULSE		LEVEL	POTCH	STR	TEC	ACC
Chapter 1 Version		10	250	38	100	100
ENVIRONMENT		HP	SP	MAG	EVA	PDF
LORDLAKE		33	10	15		
PREFERRED TARGET		FRONT ROW	170	40	MDF	SPD LUC
ITEM DROP ①		MEDICINE	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		VIOLENCE PIECE	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		BOOST PIECE	COOKING ITEMS	CARPACCIO SALAD		
10% Chance			20-30% Chance*			

VAMPIRE BAT		LEVEL	POTCH	STR	TEC	ACC
—		28	900	110	150	180
ENVIRONMENT		HP	SP	MAG	EVA	PDF
CAVE		101	50	45		
PREFERRED TARGET		FEMALES	400	45	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		DRAIN PIECE	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	CARPACCIO SALAD		
10% Chance			20-30% Chance*			

WILD BOAR		LEVEL	POTCH	STR	TEC	ACC
—		13	400	60	100	100
ENVIRONMENT		HP	SP	MAG	EVA	PDF
FIELD		65	36	30		
PREFERRED TARGET		FRONT ROW	250	35	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	POWER PIECE		
40% Chance			5% Chance			
ITEM DROP ②		—	ITEM DROP ⑤	MARBLED BEEF		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	BEEF STEW		
10% Chance			20-30% Chance*			

WIZARD TREE		LEVEL	POTCH	STR	TEC	ACC
—		20	1000	80	100	120
ENVIRONMENT		HP	SP	MAG	EVA	PDF
LORDLAKE		60	40	50		
PREFERRED TARGET		L RANGE CHAR.	600	45	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		? BONSAI	ITEM DROP ⑤	TRUFFLES		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	ROLLED CABBAGE		
10% Chance			20-30% Chance*			

TERRIBLE ARMOR		LEVEL	POTCH	STR	TEC	ACC
—		33	4200	185	180	180
ENVIRONMENT		HP	SP	MAG	EVA	PDF
RUINS		100	60	140		
PREFERRED TARGET		FRONT ROW	1500	60	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		? STATUE	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	GRILLED SALMON		
10% Chance			20-30% Chance*			

ULSE		LEVEL	POTCH	STR	TEC	ACC
—		10	250	38	100	100
ENVIRONMENT		HP	SP	MAG	EVA	PDF
LORDLAKE		33	10	15		
PREFERRED TARGET		FRONT ROW	170	35	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	VIOLENCE PIECE		
40% Chance			5% Chance			
ITEM DROP ②		—	ITEM DROP ⑤	BOOST PIECE		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	CARPACCIO SALAD		
10% Chance			20-30% Chance*			

UNICORN ZOMBIE		LEVEL	POTCH	STR	TEC	ACC
—		48	14000	240	220	250
ENVIRONMENT		HP	SP	MAG	EVA	PDF
RUINS		220	90	170		
PREFERRED TARGET		MALES	2500	200	MDF	SPD LUC
ITEM DROP ①		—	ITEM DROP ④	MAGIC ABSORB PC		
40% Chance			5% Chance			
ITEM DROP ②		UNICORN ORB	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	MARBLED STEAK		
10% Chance			20-30% Chance*			

VISAGE BOX		LEVEL	POTCH	STR	TEC	ACC
—		59	12300	290	300	350
ENVIRONMENT		HP	SP	MAG	EVA	PDF
RUINS		230	90	215		
PREFERRED TARGET		L RANGE CHAR.	3000	170	MDF	SPD LUC
ITEM DROP ①		MEGA MEDICINE	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		—	ITEM DROP ⑤	MAGICAL PIECE		
20% Chance			1% Chance			
ITEM DROP ③		—	COOKING ITEMS	TUNA RICE BOWL		
10% Chance			20-30% Chance*			

WILD BOAR		LEVEL	POTCH	STR	TEC	ACC
Boss Version		17	2500	70	100	100
ENVIRONMENT		HP	SP	MAG	EVA	PDF
FIELD		65	34	45		
PREFERRED TARGET		FRONT ROW	300	180	MDF	SPD LUC
ITEM DROP ①		POWER PIECE	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		MARBLED BEEF	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		FUR CLOTHES	COOKING ITEMS	BEEF STEW		
10% Chance			20-30% Chance*			

WYVERN		LEVEL	POTCH	STR	TEC	ACC
—		60	18000	290	300	300
ENVIRONMENT		HP	SP	MAG	EVA	PDF
FIELD / HILLS		135	100	250		
PREFERRED TARGET		L RANGE CHAR.	3500	400	MDF	SPD LUC
ITEM DROP ①		FIRE ORB	ITEM DROP ④	FIRE DRAGON ARMOR		
40% Chance			5% Chance			
ITEM DROP ②		MARBLED BEEF	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		WATER SEALING PC	COOKING ITEMS	CHICKEN CURRY		
10% Chance			20-30% Chance*			

WYVERN		LEVEL	POTCH	STR	TEC	ACC
Boss Version		57	30000	280	300	300
ENVIRONMENT		HP	SP	MAG	EVA	PDF
FIELD / HILLS		135	120	250		
PREFERRED TARGET		L RANGE CHAR.	3500	650	MDF	SPD LUC
ITEM DROP ①		FLAME ARRAY CHAIN	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		WATER SEALING PC	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		? PAINTING	COOKING ITEMS	CHICKEN CURRY		
10% Chance			20-30% Chance*			

ZADOM		LEVEL	POTCH	STR	TEC	ACC
Boss Version		15	3000	50	50	100
ENVIRONMENT		HP	SP	MAG	EVA	PDF
WATER / HILLS		45	15	20		
PREFERRED TARGET		FRONT ROW	1000	200	MDF	SPD LUC
ITEM DROP ①		MEDICINE	ITEM DROP ④	—		
40% Chance			5% Chance			
ITEM DROP ②		FIRE SEALING PC	ITEM DROP ⑤	—		
20% Chance			1% Chance			
ITEM DROP ③		BREATH OF ICE S	COOKING ITEMS	CARPACCIO SALAD		
10% Chance			20-30% Chance*			

ZOMBIE		LEVEL	POTCH	STR	TEC	ACC
—		28	500	110	160	180
ENVIRONMENT	NIGHT / RUINS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	800	30	105	40	50
				MDF	SPD	LUC
				70	70	56
ITEM DROP ① — 40% Chance		ITEM DROP ④ 5% Chance		MAGIC ABSORB PC		
ITEM DROP ② — 20% Chance		ITEM DROP ⑤ 1% Chance		BOUNDARY PIECE		
ITEM DROP ③ — 10% Chance		COOKING ITEMS 20-30% Chance*		CARP SOUP		



# ENEMIES

## NOTE

In the Cooking Items, the asterisk (\*) serves as a reminder that the chance of discovery only holds true if Retso and Shun Min are in your entourage.

ALANIA	LEVEL	POTCH	STR	TEC	ACC
Twilight Rune Version	44	8000	230	200	200
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2700	400	MDF	SPD
ITEM DROP 1	RED RIBBON	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ALANIA	LEVEL	POTCH	STR	TEC	ACC
Sun Palace Version (1st 3 Turns)	54	10000	250	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	3000	200	MDF	SPD
ITEM DROP 1	VIPER ORB	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ARMES BODYGUARD	LEVEL	POTCH	STR	TEC	ACC
	52	3000	245	270	300
ENEMY WEAPON	BOW	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	2000	150	MDF	SPD
ITEM DROP 1		ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ARMES SOLDIER	LEVEL	POTCH	STR	TEC	ACC
	52	2200	225	270	300
ENEMY WEAPON	BOW	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	1800	75	MDF	SPD
ITEM DROP 1		ITEM DROP 4			
ITEM DROP 2	? PAINTING	ITEM DROP 5			
ITEM DROP 3	? PAINTING	COOKING ITEMS			

ASSASSIN	LEVEL	POTCH	STR	TEC	ACC
Beaver Lodge Event	33	3000	200	180	220
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	1800	100	MDF	SPD
ITEM DROP 1	CRAZED ORB	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ALANIA	LEVEL	POTCH	STR	TEC	ACC
Lymsleia Battle Version	44	10000	230	220	250
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2800	450	MDF	SPD
ITEM DROP 1	VIPER ORB	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ARMES BODYGUARD	LEVEL	POTCH	STR	TEC	ACC
	52	3000	245	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2000	150	MDF	SPD
ITEM DROP 1		ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ARMES SOLDIER	LEVEL	POTCH	STR	TEC	ACC
	52	2200	225	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	1800	70	MDF	SPD
ITEM DROP 1		ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3	? PAINTING	COOKING ITEMS			

ASSASSIN	LEVEL	POTCH	STR	TEC	ACC
Sun Palace Event	21	1000	90	100	120
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA
PREFERRED TARGET	HERO	680	250	MDF	SPD
ITEM DROP 1	MEDICINE	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ASSASSIN	LEVEL	POTCH	STR	TEC	ACC
Dwarf Camp Event	51	3000	225	200	250
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2500	150	MDF	SPD
ITEM DROP 1	CRAZED ORB	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

ASSASSIN	LEVEL	POTCH	STR	TEC	ACC
Goldius Event	51	3000	240	230	280
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2500	150	MDF	SPD
ITEM DROP 1	CRAZED ORB	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3	? PAINTING	COOKING ITEMS			

BANDIT	LEVEL	POTCH	STR	TEC	ACC
Male Version	35	1000	185	180	200
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	750	40	MDF	SPD
ITEM DROP 1	? PAINTING	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3	? PAINTING	COOKING ITEMS			

BANDIT	LEVEL	POTCH	STR	TEC	ACC
Male Version	35	1000	185	180	200
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	750	40	MDF	SPD
ITEM DROP 1	? PAINTING	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3	? PAINTING	COOKING ITEMS			

BANDIT	LEVEL	POTCH	STR	TEC	ACC
	33	3500	195	180	200
ENEMY WEAPON	FISTS	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2000	200	MDF	SPD
ITEM DROP 1		ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BAROWS SOLDIER	LEVEL	POTCH	STR	TEC	ACC
Isabel / Mathias Event	35	1200	160	180	250
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	800	120	MDF	SPD
ITEM DROP 1	MEGA MEDICINE	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BAROWS SOLDIER	LEVEL	POTCH	STR	TEC	ACC
	25	500	80	150	150
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	280	100	MDF	SPD
ITEM DROP 1	MEDICINE	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BAHRAM	LEVEL	POTCH	STR	TEC	ACC
	53	20000	280	270	300
ENEMY WEAPON	PIKE	HP	SP	MAG	EVA
PREFERRED TARGET	HERO	3800	550	MDF	SPD
ITEM DROP 1	THE SHREDDING S	ITEM DROP 4			
ITEM DROP 2	RESURRECTION PC	ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BANDIT	LEVEL	POTCH	STR	TEC	ACC
Female Version	37	2000	180	180	200
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	1200	80	MDF	SPD
ITEM DROP 1	? PAINTING	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BANDIT	LEVEL	POTCH	STR	TEC	ACC
Female Version	37	2000	175	180	200
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	1200	80	MDF	SPD
ITEM DROP 1	KITE ORB	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BANDIT	LEVEL	POTCH	STR	TEC	ACC
	33	4000	185	180	200
ENEMY WEAPON	BOOMERANG	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	1800	200	MDF	SPD
ITEM DROP 1		ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BAROWS SOLDIER	LEVEL	POTCH	STR	TEC	ACC
Isabel / Mathias Event	35	1200	160	180	250
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	800	120	MDF	SPD
ITEM DROP 1	MEGA MEDICINE	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			

BAROWS SOLDIER	LEVEL	POTCH	STR	TEC	ACC
	25	500	80	150	150
ENEMY WEAPON	BOW	HP	SP	MAG	EVA
PREFERRED TARGET	REAR ROW	280	100	MDF	SPD
ITEM DROP 1	MEGA MEDICINE	ITEM DROP 4			
ITEM DROP 2		ITEM DROP 5			
ITEM DROP 3		COOKING ITEMS			



BODYGUARD		LEVEL	POTCH	STR	TEC	ACC
Drok's Henchmen (Knife)		33	2100	145	180	200
ENEMY WEAPON	KNIFE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	800	60	105	50	70
ITEM DROP ①	CLAY GUARDIAN S	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		100	100	240
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

CHILDERICH		LEVEL	POTCH	STR	TEC	ACC
Sun Palace Version		20	2000	115	100	100
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	LOWEST HP	950	200	63	60	90
ITEM DROP ①	PROSPERITY PIECE	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		200	60	45
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

DOLPH		LEVEL	POTCH	STR	TEC	ACC
Sun Palace Version		20	2000	100	100	100
ENEMY WEAPON	THROWING KNIFE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	LYON	950	200	63	60	85
ITEM DROP ①	PROSPERITY PIECE	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		200	60	50
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

ELITE SOLDIER		LEVEL	POTCH	STR	TEC	ACC
Lymsleia Battle		43	2000	190	200	250
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1200	130	147	80	120
ITEM DROP ①	RAGE SWORD ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		150	100	86
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

ELITE SOLDIER		LEVEL	POTCH	STR	TEC	ACC
Lymsleia Battle		43	2000	180	220	250
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	1200	130	147	80	120
ITEM DROP ①	EARTH ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		150	100	86
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

ELITE TROOPER		LEVEL	POTCH	STR	TEC	ACC
—		57	4000	290	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2500	80	173	120	180
ITEM DROP ①	—	40% Chance		MDF	SPD	LUC
ITEM DROP ②	THUNDER GOD'S ARMOR	20% Chance		250	140	114
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

BODYGUARD		LEVEL	POTCH	STR	TEC	ACC
Euram's Henchmen		37	2300	150	180	200
ENEMY WEAPON	KNIFE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1000	60	100	50	90
ITEM DROP ①	MEGA MEDICINE	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		100	110	74
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

DILBER		LEVEL	POTCH	STR	TEC	ACC
—		53	20000	285	270	300
ENEMY WEAPON	PIKE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	3800	550	180	100	190
ITEM DROP ①	KILLER ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	THUNDER PIECE	20% Chance		350	150	106
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

DOLPH		LEVEL	POTCH	STR	TEC	ACC
Beaver Lodge Event		42	8000	235	200	200
ENEMY WEAPON	THROWING KNIFE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	LYON	3000	550	124	80	180
ITEM DROP ①	TWIN TACTIC	40% Chance		MDF	SPD	LUC
ITEM DROP ②	RESURRECTION PC	20% Chance		280	130	84
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

ELITE SOLDIER		LEVEL	POTCH	STR	TEC	ACC
Second Doraat Event		49	2800	225	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1200	70	112	120	150
ITEM DROP ①	KNIGHT ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		200	140	75
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

ELITE SOLDIER		LEVEL	POTCH	STR	TEC	ACC
Doraat		49	2800	225	270	300
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	1200	70	112	120	150
ITEM DROP ①	WATER ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		200	140	75
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

ELITE TROOPER		LEVEL	POTCH	STR	TEC	ACC
—		57	4000	285	270	300
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	2500	80	173	100	180
ITEM DROP ①	SACRIFICIAL JIZO	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		250	150	114
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

EURAM		LEVEL	POTCH	STR	TEC	ACC
Sable Event		37	5000	130	120	200
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	HERO	800	100	100	50	100
ITEM DROP ①	ROSE BROOCH	40% Chance		MDF	SPD	LUC
ITEM DROP ②	FIREFLY ORB	20% Chance		80	80	74
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

GIANT SNAKE		LEVEL	POTCH	STR	TEC	ACC
Byakuren Event (Chapter 3)		28	3000	160	200	200
ENEMY WEAPON	LASH	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	300	105	50	130
ITEM DROP ①	HOWLING ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		130	120	64
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

GIANT SNAKE		LEVEL	POTCH	STR	TEC	ACC
Byakuren Event (Chapter 5)		43	3000	220	270	300
ENEMY WEAPON	LASH	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2500	300	125	80	195
ITEM DROP ①	HOWLING ORB	40% Chance		MDF	SPD	LUC
ITEM DROP ②	—	20% Chance		250	120	81
ITEM DROP ③	—	10% Chance				
ITEM DROP ④	—	5% Chance				
ITEM DROP ⑤	—	1% Chance				
ITEM DROP ⑥	—	1% Chance				
ITEM DROP ⑦	—	1% Chance				
ITEM DROP ⑧	—	1% Chance				
ITEM DROP ⑨	—	1% Chance				
ITEM DROP ⑩	—	1% Chance				

GODWIN SOLDIER		LEVEL	POTCH	STR	TEC	ACC
Lelcar		33	2250	150	170	200
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1000	70	105	50	70
				MDF	SPD	LUC
				100	100	132
ITEM DROP ① —		ITEM DROP ④ —				
40% Chance		5% Chance				
ITEM DROP ② KNIGHT ORB		ITEM DROP ⑤ —				
20% Chance		1% Chance				
ITEM DROP ③ —		COOKING ITEMS		BEEF STEW		
10% Chance		20-30% Chance*				



IMPERIAL GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Dilber's Henchmen</i>		52	3000	245	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	150	MDF	SPD	LUC
ITEM DROP ①	CLAY GUARDIAN S	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	MATSUTAKE RICE			
10% Chance		20-30% Chance*				

IMPERIAL GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Stormfist Event</i>		52	3000	235	270	300
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	2000	80	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	? PAINTING	COOKING ITEMS	MATSUTAKE RICE			
10% Chance		20-30% Chance*				

IMPERIAL GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Sol-Falena</i>		52	1800	235	270	300
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	2000	70	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	MAGICAL BOOTS	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	MATSUTAKE RICE			
10% Chance		20-30% Chance*				

NIKEA		LEVEL	POTCH	STR	TEC	ACC
<i>Orok's Bodyguard</i>		36	8000	175	180	200
ENEMY WEAPON	FISTS	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	500	MDF	SPD	LUC
ITEM DROP ①	BAKED CHEESECAKE	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

PIRATE LACKEY		LEVEL	POTCH	STR	TEC	ACC
<i>Nirva Lighthouse Event</i>		39	1800	185	200	200
ENEMY WEAPON	SCIMITAR	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1500	120	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	ZADOM LEATHER	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

PIRATE LACKEY		LEVEL	POTCH	STR	TEC	ACC
<i>Nirva Lighthouse Event</i>		39	1800	185	200	200
ENEMY WEAPON	BOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	1500	120	MDF	SPD	LUC
ITEM DROP ①	MEGA MEDICINE	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	CARP SOUP			
10% Chance		20-30% Chance*				

IMPERIAL GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Sol-Falena</i>		52	1800	235	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2000	70	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	FULL PLATE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	MATSUTAKE RICE			
10% Chance		20-30% Chance*				

IMPERIAL GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Dilber's Henchmen</i>		52	3000	245	270	300
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	2000	150	MDF	SPD	LUC
ITEM DROP ①	ALERT ORB	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	MATSUTAKE RICE			
10% Chance		20-30% Chance*				

JIDAN		LEVEL	POTCH	STR	TEC	ACC
—		53	20000	280	270	300
ENEMY WEAPON	AXE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	3500	550	MDF	SPD	LUC
ITEM DROP ①	VENGEFUL CHILD S	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	EARTH PIECE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

PIRATE CAPTAIN		LEVEL	POTCH	STR	TEC	ACC
—		40	4000	210	200	200
ENEMY WEAPON	SCIMITAR / RUNE	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	2200	150	MDF	SPD	LUC
ITEM DROP ①	STRIKE-BACK ORB	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

PIRATE LACKEY		LEVEL	POTCH	STR	TEC	ACC
<i>Nirva Hostage Event</i>		40	2000	190	200	200
ENEMY WEAPON	SCIMITAR	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	1500	130	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

PIRATE LACKEY		LEVEL	POTCH	STR	TEC	ACC
<i>Nirva Hostage Event</i>		40	2000	190	200	200
ENEMY WEAPON	BOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	1500	130	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	MAGIC ROBE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

PRISON GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Agate Prison</i>		25	400	90	130	150
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	300	35	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	RUGGED LEATHER	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

PRISON GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Agate Prison</i>		25	400	80	130	150
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	280	35	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	FIRE ORB	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

PRISON GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Lucretia Rescue Event</i>		26	1000	100	130	150
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	500	200	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

RAGING ASSASSIN		LEVEL	POTCH	STR	TEC	ACC
<i>Dwarf Camp Event</i>		53	8000	290	230	280
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	3500	300	MDF	SPD	LUC
ITEM DROP ①	CRAZED ORB	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	THUNDER PIECE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	MARBLED STEAK			
10% Chance		20-30% Chance*				

RAGING ZAHKAK		LEVEL	POTCH	STR	TEC	ACC
<i>Sun Palace Version</i>		58	12000	360	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	5000	550	MDF	SPD	LUC
ITEM DROP ①	SOARING BOLT SCR	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

SABLE PATROL GUARD		LEVEL	POTCH	STR	TEC	ACC
—		33	2000	170	180	200
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	MIDDLE ROW	1200	110	MDF	SPD	LUC
ITEM DROP ①	WIND OF SLEEP S	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	—			
10% Chance		20-30% Chance*				

PRISON GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Agate Prison (2nd Time)</i>		26	700	100	130	150
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	400	100	MDF	SPD	LUC
ITEM DROP ①	—	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	SHIELD ORB	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

PRISON GUARD		LEVEL	POTCH	STR	TEC	ACC
<i>Agate Prison</i>		26	700	90	130	150
ENEMY WEAPON	CROSSBOW	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	REAR ROW	400	100	MDF	SPD	LUC
ITEM DROP ①	FIRE ORB	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	—	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	BEEF STEW			
10% Chance		20-30% Chance*				

RAGING ALENIA		LEVEL	POTCH	STR	TEC	ACC
<i>Sun Palace Version</i>		58	12000	340	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	4500	550	MDF	SPD	LUC
ITEM DROP ①	SILVERWHITE EMBLEM	ITEM DROP ④	—			
40% Chance		5% Chance				
ITEM DROP ②	RAGE PIECE	ITEM DROP ⑤	—			
20% Chance		1% Chance				
ITEM DROP ③	—	COOKING ITEMS	TOMATO SALAD			
10% Chance		20-30% Chance*				

RAGING ASSASSIN		LEVEL	POTCH	STR	TEC	ACC
Final Chapter Enemy		55	12000	300	270	300
ENEMY WEAPON	TWIN BLADES	HP	SP	MAG	EVA	PDF
PREFERRED TARGET	FRONT ROW	3500	200	180	110	210
				MDF	SPD	LUC
				290	210	150
ITEM DROP ① 40% Chance		CRAZED ORB	ITEM DROP ④ 5% Chance —			
ITEM DROP ② 20% Chance		—	ITEM DROP ⑤ 1% Chance —			
ITEM DROP ③ —		—	COOKING ITEMS MARRED STEAK			



THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Sol-Falena Event</b>	<b>3</b>	<b>100</b>	33	15	30
ENEMY WEAPON	KNIFE	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	100	25	MDF	SPD
ITEM DROP ①	MEDICINE	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Orok's Henchmen</b>	<b>33</b>	<b>2000</b>	145	180	200
ENEMY WEAPON	FISTS	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	800	60	MDF	SPD
ITEM DROP ①	MEGA MEDICINE	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Marina Kidnapping Event</b>	<b>16</b>	<b>300</b>	52	45	100
ENEMY WEAPON	KNIFE	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	300	50	MDF	SPD
ITEM DROP ①	MEDICINE	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Orok's Henchmen</b>	<b>33</b>	<b>2000</b>	150	180	200
ENEMY WEAPON	FISTS	HP	SP	MAG	EVA
PREFERRED TARGET	MIDDLE ROW	900	60	MDF	SPD
ITEM DROP ①	—	ITEM DROP ④	—	—	—
ITEM DROP ②	MASTER'S ROBE	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

ZAHKAK	LEVEL	POTCH	STR	TEC	ACC
<b>Sun Palace Version (1st 3 Turns)</b>	<b>54</b>	<b>10000</b>	250	270	300
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	3300	200	MDF	SPD
ITEM DROP ①	LION ORB	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

???	LEVEL	POTCH	STR	TEC	ACC
<b>Sun Palace Version</b>	<b>55</b>	<b>10000</b>	280	270	300
ENEMY WEAPON	BOOMERANG	HP	SP	MAG	EVA
PREFERRED TARGET	HERO	4000	550	MDF	SPD
ITEM DROP ①	MAGIC BRACELET	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

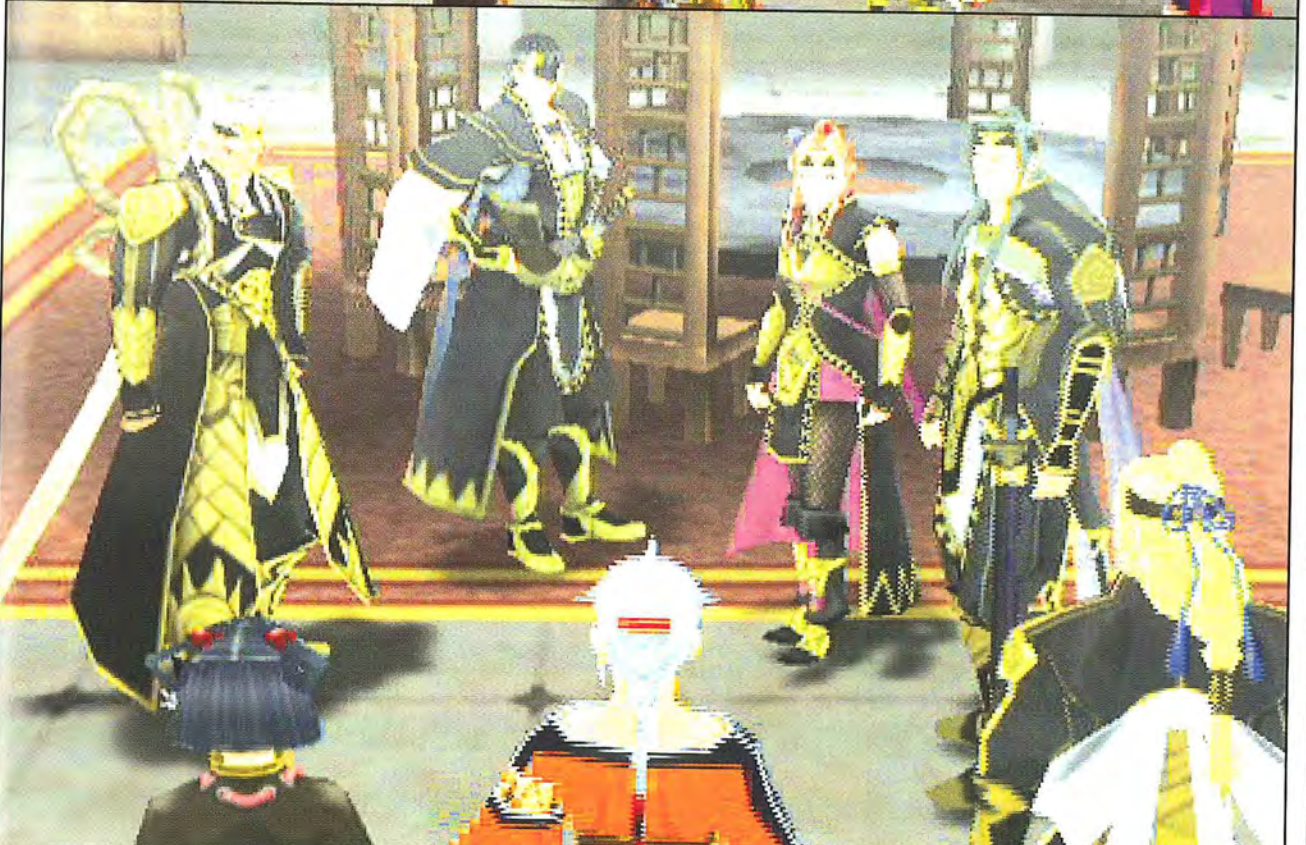
THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Sol-Falena Event</b>	<b>3</b>	<b>100</b>	33	15	30
ENEMY WEAPON	FISTS	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	100	25	MDF	SPD
ITEM DROP ①	MEDICINE	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Belcoot Event</b>	<b>13</b>	<b>300</b>	40	45	100
ENEMY WEAPON	KNIFE	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	260	50	MDF	SPD
ITEM DROP ①	MEDICINE	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

THUG	LEVEL	POTCH	STR	TEC	ACC
<b>Marina Kidnapping Event</b>	<b>16</b>	<b>300</b>	52	45	100
ENEMY WEAPON	FISTS	HP	SP	MAG	EVA
PREFERRED TARGET	MIDDLE ROW	300	50	MDF	SPD
ITEM DROP ①	—	ITEM DROP ④	—	—	—
ITEM DROP ②	LEATHER ARMOR	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

ZAHKAK	LEVEL	POTCH	STR	TEC	ACC
<b>Lymleia Battle Version</b>	<b>44</b>	<b>10000</b>	230	220	250
ENEMY WEAPON	SWORD	HP	SP	MAG	EVA
PREFERRED TARGET	FRONT ROW	2500	450	MDF	SPD
ITEM DROP ①	LION ORB	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			

???	LEVEL	POTCH	STR	TEC	ACC
<b>Godwin Castle Version</b>	<b>55</b>	<b>10000</b>	280	270	300
ENEMY WEAPON	BOOMERANG	HP	SP	MAG	EVA
PREFERRED TARGET	HERO	3500	550	MDF	SPD
ITEM DROP ①	GALE ORB	ITEM DROP ④	—	—	—
ITEM DROP ②	—	ITEM DROP ⑤	—	—	—
ITEM DROP ③	—	COOKING ITEMS	—	—	—
		20-30% Chance*			





# Appendices

## Equipment & Items



### HEAD PROTECTION



#### HATS

Type: Light

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Bandana	1	0	50	25	
Straw Hat	2	0	80	40	
Raft Turban	2	0	100	50	Water Defense +1
Pointy Hat	2	0	200	100	Sun and Fire Defense +1
Leather Hat	3	0	600	300	
Feather Ornament	4	0	1600	800	
Silver Hat	5	0	3600	1800	Magic +2
Feather Hat	6	0	6600	3300	
Circlet	8	0	9900	4950	
Wizard Hat	10	0	14500	7250	Magic +5
Prosperity Hat	11	0	0	14000	Potch earned from battle +10%
Crown of Destiny	14	0	0	15000	Max HP +10
Chief's Beret	20	0	27000	13500	
Wind Hat	26	0	40000	20000	Wind Defense +1
Gray Hat	32	0	0	36000	Magic +20

#### HELMETS

Type: Medium

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Forehead Guard	4	1	2300	1150	
Knight Headpiece	5	1	0	1000	
Leather Helmet	6	2	4200	2100	
Skullcap	8	2	14800	7400	
Minamoto Helmet	14	3	25000	12500	Attack +3, Technique +3
Guardian Casque	20	4	0	14000	Magic Defense +10
Pale Moon Casque	26	4	0	20000	Dark Defense +1, Dark Attack +1
Dragon Scale Helm	36	5	45000	22500	
Flame Helmet	42	5	60000	30000	Fire Defense +1
Sun Helmet	50	0	0	0	Sun Attack +1, All Basic Stats +1

#### HELMETS

Type: Heavy

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Full Helmet	8	6	3800	1900	
Fish Head	10	7	0	16000	Water Defense +1
Iron Helm	17	8	8000	4000	
Spiked Helm	28	9	19800	9900	
Thunder Helm	38	10	0	14900	Lightning Defense +1
Horn Helm	44	11	42000	21000	
Windspun Helm	48	6	0	38000	Wind Defense +1, Evasion +2

### BODY PROTECTION



#### ROBES

Type: Light

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Robe	2	0	750	375	
Dress	4	0	1000	500	
Slit Dress	5	0	1100	550	
Silk Cape	6	0	1500	750	
Guard Robe	8	0	1800	900	
Lunas Coat	11	0	0	1300	
Silver Robe	14	0	4000	2000	Magic Defense +5
Guard Coat	18	0	6500	3250	
Magic Robe	26	0	13000	6500	Magic Defense +5
Robe of Destiny	38	0	0	10000	Max HP +10
Master's Robe	44	0	45000	22500	Magic Defense +5
Star Robe	50	0	0	28000	Recover HP after each turn in combat
Fog Robe	55	0	0	31000	Water Attack +1, Water Defense +1
Silver White Robe	63	0	75000	37500	Magic Defense +5
Gray Coat	68	0	0	50000	Magic +10, Magic Defense +5
Fantasy Half Coat	72	0	0	65000	Evasion +20

### BODY PROTECTION

continues over



## BODY PROTECTION (cont'd)

### CLOTHING

Type: Light

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Slave Garb	5	0	0	5	
Clothes	7	0	100	50	
Poncho	12	0	150	75	Sun and Fire Defense +1
Beaver Happi Coat	15	0	80	40	
Refined Clothes	18	0	2000	1000	
Fur Clothes	20	0	3500	1750	
Martial Arts Garb	20	0	4800	2400	Counter chance +10%
Blue Jacket	24	0	9990	4995	Max HP +10
Military Uniform	28	0	0	4450	
Ninja Garb	33	0	33000	16500	Speed +5
Black Warrior Garb	43	0	59000	29500	Negative status effect resistance +50%
Prosperity Tunic	55	0	0	52000	Potch earned from battle +10%
Thunder God's Garb	64	0	85000	42500	Lightning Defense +1
Tai Chi Garb	78	0	125000	62500	Magic Defense +5
Master's Garb	85	0	0	90000	Evasion +10, Counter chance +10%
Royal Garb	100	0	0	120000	Magic Defense +10

### NORMAL ARMOR

Type: Medium

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Leather Armor	14	1	3000	1500	
Rugged Leather	18	2	7000	3500	
Knight Casual Gear	20	2	0	1000	
Knight Full Armor	25	3	0	2000	
Beaver Leather	34	2	26500	13250	Water Defense +1
Zadom Leather	46	2	36000	18000	
Dragon Horse Armor	57	3	0	25000	
Thunder Leather	62	3	60000	30000	Lightning Defense +1
Pale Moon Leather	69	3	0	74200	Dark Attack/Defense +1
Flowing Leather	70	4	83000	41500	Water Defense +1
Spun Silver Armor	82	3	0	50000	
Fire Dragon Armor	84	5	120000	60000	Fire Attack/Defense +1, Water Attack/Defense -1
Water Dragon Armor	90	4	160000	80000	Lightning/Water Defense +1
Sun Armor	110	0	0	0	Sun Attack +1, All basic stats +1

### CHAIN ARMOR

Type: Medium

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Chain Mail	20	3	3500	1750	Thrust Defense -1
Ring Mail	22	4	9000	4500	Thrust Defense -1
Scale Mail	29	5	13500	6750	
Lancer Armor	30	4	0	8800	
Byakko Chain Mail	38	3	21000	10500	Attack +1, Thrust Defense -1
Earth Chain Mail	45	4	31000	15500	Earth Attack/Defense +1, Thrust Defense -1
Taira Armor	53	5	0	19000	Max HP +10, Attack +3
Silver Chain	64	3	65000	32500	Thrust Defense -1
Guardian Chain	69	3	0	47000	Magic Defense +10
Wind Fangs Chain	80	4	105000	52500	Water/Wind Defense +1
Flame Array Chain	94	5	170000	85000	Fire/Lightning Defense +1
Blood Scale Mail	105	0	0	120000	All basic stats +5, cursed (lose HP at end of each turn)

### HEAVY ARMOR

Type: Heavy

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Half Plate	15	6	4000	2000	
Fish Body	18	7	40000	20000	Water Defense +1
Plate Armor	28	7	16000	8000	
Night Armor	35	8	26500	13250	Attack +2
Flame Armor	42	8	26500	13250	Fire Defense +1
Spiked Armor	55	9	38000	19000	
Full Plate	72	10	77000	38500	
Thun God's Armor	84	11	132000	66000	Lightning/Water Defense +1
Scorch'd Earth Armor	96	12	180000	90000	Fire/Earth Defense +1
Windspun Armor	100	6	225000	112500	Wind Defense +1, Evasion +2
Armes Armor	90	9	0	48000	Attack +5

### SPECIAL ARMOR

Type: Special

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Corruption Shell	120	15	999990	499995	Magic +50. Can only be equipped by characters with 350+ HP who have killed 100+ foes.
Saint's Cloak	130	15	999990	499995	Magic Defense +50. Can only be equipped by characters with 300+ HP who have killed less than 30 foes.



# ARM PROTECTION



## BANGLES

Type: Light

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Bandage	1	0	50	25	
Bracelet	2	0	500	250	
Wristbands	5	0	1000	500	
Leather Wristbands	7	0	1400	700	
Prosperity Armband	7	0	0	1300	Potch earned from battle +10%
Bone Bracelet	8	0	4000	2000	Magic +2
Gold Bracelet	12	0	25000	12500	Magic +5
Armband of Destiny	15	0	0	11000	Max HP +10
Magic Bracelet	17	0	40000	20000	Magic +5
Karaya Armband	22	0	0	50000	Max HP +10, Magic +10
Wooden Bangle	4	0	2200	1100	Long Range Attack +2
Glass Bangle	12	0	8000	4000	Long Range Attack +4
Silver Bangle	18	0	30000	15000	Long Range Attack +6
SilverWhite Bangle	22	0	42000	21000	Long Range Attack +8

## GLOVES

Type: Medium

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Gloves	2	0	200	100	
Leather Gloves	4	0	500	250	
Knight Gloves	6	0	0	1000	
DragonHorse Gloves	7	0	0	1200	
Power Gloves	8	0	6000	3000	Short/Mid Range Attack +3
Silk Gloves	14	0	12000	6000	Technique +3
Pale Moon Gloves	15	0	0	9900	Dark Attack/Defense +1
Guardian Gloves	17	0	0	11500	Magic Defense +10
Chain Mail Gloves	25	0	35000	17500	
Sun Gloves	32	0	0	0	Sun Attack +1, All Basic Stats +1
Bracer	10	0	2500	1250	Long Range Accuracy +5
Gunner's Bracer	16	0	18000	9000	Long Range Accuracy +8
Silver Bracer	21	0	35000	17500	Long Range Accuracy +14
SilverWhite Bracer	25	0	48000	24000	Long Range Accuracy +20

## GAUNTLETS

Type: Heavy

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Iron Gloves	5	1	2000	1000	
Fish Fins	6	3	0	2500	Water Attack +1
Gauntlets	10	3	9500	4750	
Flame Gauntlets	15	2	12000	6000	Fire Attack +1
Sprite Gauntlets	20	2	0	9000	Attack +5
Engraved Gauntlets	24	4	26500	13250	Critical Hit chance +5%
Iron Fists	28	5	42000	21000	
Fujiwara Gauntlets	30	5	0	45000	Attack +3, Technique +3
Windspun Gauntlets	35	1	0	70000	Wind Attack +1, Evasion +2

# LEG PROTECTION



## FOOTWEAR

Type: Light

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Mules	2	0	100	50	
Anklet	1	0	120	60	Evasion +2
Pointy Mules	3	0	560	280	
Glass Slippers	4	0	1200	600	
Anklets of Destiny	3	0	0	2100	Max HP +10
Bone Heels	5	0	8800	4400	Evasion +5
Gold Mules	7	0	11800	5900	Luck +2
Silver White Mules	10	0	32000	16000	Evasion +10

# LEG PROTECTION

continues over



## LEG PROTECTION (cont'd)

### SHOES / BOOTS

Type: Medium

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Wooden Shoes	2	0	110	55	
Kimono Socks	2	0	200	100	Evasion +2
Sandals	3	0	350	175	
Prosperity Sandals	3	0	0	360	Potch earned from battle +10%
Boots	4	0	1000	500	Evasion +1
Knight Boots	5	0	0	1000	Evasion +2
Dragon Horse Boots	6	0	0	1500	Evasion +2
Long Boots	7	0	5000	2500	Evasion +2
Guardian Boots	10	0	0	3300	Magic Defense +10
Magical Boots	12	0	9800	4900	Magic +5
Pale Moon Boots	15	0	0	7000	Dark Attack/Defense +1
Silver Boots	17	0	27000	13500	Evasion +5
Cyclone Boots	22	0	39000	19500	Wind Attack +1, Evasion +5
Sun Boots	32	0	0	0	Sun Attack +1, All Basic Stats +1

### LEG ARMOR

Type: Heavy

ITEM NAME	PHYSICAL DEFENSE (PDF)	WEIGHT (SPEED PENALTY)	COST	RESALE VALUE	OTHER PROPERTIES
Iron Boots	10	1	3000	1500	
Fish Tail Fin	12	3	0	4400	Water Attack +1
Leg Guards	15	2	16000	8000	
Greaves	18	3	23500	11750	
Earth Greaves	26	4	38000	19000	Earth Defense +1
Engraved Greaves	30	5	55000	27500	Evasion +5
Tachibana Greaves	34	5	0	60000	Attack +3, Evasion +3
Windspun Greaves	36	1	0	85000	Wind Attack +1, Evasion +2

## ACCESSORIES



### CAPE

ITEM NAME	COST	RESALE VALUE	OTHER PROPERTIES
Cape	600	300	Physical Defense +2
Leather Cape	3000	1500	Physical Defense +6
Cape of Destiny	0	4000	Physical Defense +8, Max HP +10
Windspun Cape	0	8000	Wind Defense +1, Evasion +2

### BADGES

ITEM NAME	COST	RESALE VALUE	OTHER PROPERTIES
Sun Badge	30000	15000	Automatic HP recovery (2%)
Dawn Badge	20000	10000	Negative status resistance 25%
Twilight Badge	20000	10000	Automatic HP recovery (1%)
Fish Badge	2900	1450	Magic Defense +5
Ulse Badge	3200	1600	Max HP +10
Blue Ribbon	13000	6500	Magic +5, targeted by foes less often
Red Ribbon	30000	15000	Magic +10, targeted by foes more often
Rose Brooch	6000	3000	Speed +5
White Rose Brooch	38000	19000	Speed +10
Silver Emblem	2200	1100	Magic Defense +2
Gold Emblem	20000	10000	Magic Defense +5
SilverWhite Emblem	44000	22000	Magic Defense +10

### NECKWEAR

ITEM NAME	COST	RESALE VALUE	OTHER PROPERTIES
Scarf	200	100	Physical Defense +1
Yellow Scarf	60000	30000	Negative status resistance 50%
Guardian Scarf	0	22000	Magic Defense +10
Jewel Necklace	1500	750	Magic +1
DragonHorse Choker	10000	5000	Attack +5
Pale Moon Necklace	0	6000	Dark Attack/Defense +1

## ACCESSORIES

continues over



## ACCESSORIES (cont'd)

### BELTS

ITEM NAME	COST	RESALE VALUE	OTHER PROPERTIES
Strength Sash	5000	2500	Attack +5
Power Belt	30000	15000	Attack +10

### AMULETS

ITEM NAME	COST	RESALE VALUE	OTHER PROPERTIES
Flame Amulet	30000	15000	Fire Attack/Defense +1, Water Attack/Defense -1
Lightning Amulet	30000	15000	Lightning Attack/Defense +1, Earth Attack/Defense -1
Wind Amulet	30000	15000	Wind Attack/Defense +1, Fire Attack/Defense -1
Earth Amulet	30000	15000	Earth Attack/Defense +1, Wind Attack/Defense -1
Water Amulet	30000	15000	Water Attack/Defense +1, Lightning Attack/Defense -1
Dark Amulet	0	15000	Dark Attack/Defense +1, Holy Attack/Defense -1
Holy Amulet	0	15000	Holy Attack/Defense +1, Dark Attack/Defense -1

### RINGS

ITEM NAME	COST	RESALE VALUE	OTHER PROPERTIES
Stamina Ring	0	22000	Max HP +20
Attack Ring	0	22000	Attack +10
Guard Ring	0	22000	Physical Defense +10
Technique Ring	0	22000	Technique +10
Speed Ring	0	22000	Speed +10
Magic Ring	0	22000	Magic +10
Mystic Ring	0	22000	Magic Defense +10
Luck Ring	0	22000	Luck +10
Flame Ring	0	18000	Fire Attack +1
Lightning Ring	0	18000	Lightning Attack +1
Wind Ring	0	18000	Wind Attack +1
Water Ring	0	18000	Water Attack +1
Earth Ring	0	18000	Earth Attack +1
Defense Ring	500	250	Physical Defense +1
Eyeball Ring	50000	25000	Recover 5% of damage dealt as HP
Prosperity Ring	52000	26000	Potch after battle +10%
Windspun Ring	0	34500	Wind Attack +1, Evasion +2
Sun Ring	0	0	Sun Attack +1, All Basic Stats +1

## ARMOR SETS



In addition to the normal effects of armor, some sets of armor and accessories have an added effect when you wear them all!

### FISH SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Fish Head	Water Defense +1	Water Affinity rises to Rank S
Fish Body	Water Defense +1	
Fish Fins	Water Attack +1	
Fish Tail Fin	Water Attack +1	
Fish Badge	Magic Defense +5	

### PROSPERITY SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Prosperity Hat	Potch earned from battle +10%	Potch earned from battle is doubled
Prosperity Tunic	Potch earned from battle +10%	
Prosperity Armband	Potch earned from battle +10%	
Prosperity Sandals	Potch earned from battle +10%	
Prosperity Ring	Potch earned from battle +10%	

### PALE MOON SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Pale Moon Casque	Dark Attack/Defense +1	Recovery 10% of Max HP after each turn
Pale Moon Leather	Dark Attack/Defense +1	
Pale Moon Gloves	Dark Attack/Defense +1	
Pale Moon Boots	Dark Attack/Defense +1	
Pale Moon Necklace	Dark Attack/Defense +1	

ARMOR SETS

continues over



## ARMOR SETS (cont'd)

### DESTINY SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Crown of Destiny	Max HP +10	Additional Max HP +50 and 20% chance of being revived at full health if killed in combat
Robe of Destiny	Max HP +10	
Armband of Destiny	Max HP +10	
Anklets of Destiny	Max HP +10	
Cape of Destiny	Max HP +10	

### GUARDIAN SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Guardian Casque	Magic Defense +10	Additional Magic Defense +10
Guardian Chain	Magic Defense +10	
Guardian Gloves	Magic Defense +10	
Guardian Boots	Magic Defense +10	
Guardian Scarf	Magic Defense +10	

### CLASSIC SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Blue Jacket	Max HP +10	Additional Max HP +10, Attack +5
Bandage		
Long Boots		
Strength Sash	Attack +5	

### SAMURAI SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Minamoto Helmet	Attack +3, Technique +3	Critical Hit chance +10%, Double Critical Hit chance +10%
Taira Armor	Attack +3, Max HP +10	
Fujiwara Gauntlets	Attack +3, Technique +3	
Tachibana Greaves	Attack +3, Evasion +3	

### WINDSPUN SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Windspun Helm	Wind Defense +1, Evasion +2	Luck +20, Speed penalty reduced to 0
Windspun Armor	Wind Defense +1, Evasion +2	
Windspun Gauntlets	Wind Defense +1, Evasion +2	
Windspun Greaves	Wind Defense +1, Evasion +2	
Windspun Cape	Wind Defense +1, Evasion +2	
Windspun Ring	Wind Defense +1, Evasion +2	

### SUN SET

ITEM NAME	INDIVIDUAL EFFECT	BONUS WHEN WORN AS SET
Sun Helmet	Sun Attack +1, All Basic Stats +1	When the hero equips all five, he gains an additional +5 to all basic stats
Sun Armor	Sun Attack +1, All Basic Stats +1	
Sun Gloves	Sun Attack +1, All Basic Stats +1	
Sun Boots	Sun Attack +1, All Basic Stats +1	
Sun Ring	Sun Attack +1, All Basic Stats +1	

## IMPORTANT ITEMS



### QUEST ITEMS

ITEM NAME	LOCATION	DESCRIPTION
Blinking Mirror	Given by Viki	Use this to warp to your headquarters
Gear	Found during Babbage recruitment quest	A gear taken from the revolving bridge
Strange Fish	Found while fishing	Never seen before; caught at Ceras Lake
Dragon Horse Egg	Found during Nick/Yoran recruitment quest	An egg found at the dragon horse lair
Family Tree Chart	Found during Raven recruitment quest	100 generations of the Aethelbald family
Stolen Property 1	Found during Raven recruitment quest	Stolen by the bandits from Sable
Stolen Property 2	Found during Raven recruitment quest	Stolen by the bandits from Sable
Stolen Property 3	Found during Raven recruitment quest	Stolen by the bandits from Sable
Stolen Property 4	Found during Raven recruitment quest	Stolen by the bandits from Sable
Stolen Property 5	Found during Raven recruitment quest	Stolen by the bandits from Sable
Ivanov Painting	?Painting dropped by Wyverns and other enemies	A painting by the new master, Ivanov
Map of Falena	Given by Takamu	A map of the Queendom of Falena

## IMPORTANT ITEMS

continues over



## IMPORTANT ITEMS (cont'd)

### BLACKSMITH HAMMERS

ITEM NAME	LOCATION	DESCRIPTION
Iron Hammer	Lordlake	Your "Forge" Skill rank rises to B
Silver Hammer	Sable	Your "Forge" Skill rank rises to A
Golden Hammer	Twilight Forest Ruins	Your "Forge" Skill rank rises to S
Platinum Hammer	Godwin's Castle	Your "Forge" Skill rank rises to SS

### COMBAT TOMES

ITEM NAME	LOCATION	DESCRIPTION
Basic Combat	Lelcar	Your "Combat Teacher" rank rises to B
Elementary Combat	Sauronix Castle	Your "Combat Teacher" rank rises to A
Intermed Combat	Ceras Lake Ruins	Your "Combat Teacher" rank rises to S
Advanced Combat	West Palace	Your "Combat Teacher" rank rises to SS

### MAGIC TOMES

ITEM NAME	LOCATION	DESCRIPTION
Basic Magic	Ceras Lake Ruins	Your "Tutor" rank rises to B
Elementary Magic	Sable	Your "Tutor" rank rises to A
Intermediate Magic	Hersheville Naval Base	Your "Tutor" rank rises to S
Advanced Magic	Sol Falena	Your "Tutor" rank rises to SS

## TACTICS

ITEM NAME	LOCATION	DESCRIPTION
Arrowhead Tactic	East Palace	Formation "Arrowhead" now available
Double Arm Tactic	Arena Gardens	Formation "Double Arm" now available
Goose Tactic	Western Woods	Formation "Goose" now available
Cross Tactic	Haud Village	Formation "Cross" now available
Crescent Tactic	Rainwall	Formation "Crescent" now available
Hungry Wolf Tactic		Formation "Hungry Wolf" now available
Tiger Tactic	Celas Lake Ruins	Formation "Tiger" now available
True Men Tactic	Estrise	Formation "True Men" now available
ArrowStance Tactic	Yashuna Village	Formation "Arrow Stance" now available
Striking Tactic	Nirva Island	Formation "Striking Arrow" now available
Circle Tactic	Ranro Mountain	Formation "Circle" now available
Crane Wing Tactic	Doraat Fortress	Formation "Crane Wing" now available
Sorcery Tactic	Underground Ruins (Jeane's quest)	Formation "Sorcery" now available
Illusion Tactic	West Palace	Formation "Illusion" now available
Twin Tactic	Beat Dolph at Beaver Dam	2-person form. "Twin Slash" now available
Tri Tactic	Lelcar	3-person form. "Tri-Wind" now available
Quad Tactic	Doraat Fortress	4-person form. "Quad Lightning" available
Pent Tactic	Twilight Forest	5-person form. "Pent Phoenix" available

## EPIC SKILLS

ITEM NAME	LOCATION	DESCRIPTION
Raging Lion Epic	Lelcar	Epic Skill "Raging Lion" now available
Fate Control Epic	Sable	Epic Skill "Fate Control" now available
Karmic Effect Epic	Checkers Prize	Epic Skill "Karmic Effect" now available
Armor of Gods Epic	Rotating Bridge	Epic Skill "Armor of Gods" now available
Swift Foot Epic	Ranro Mountain	Epic Skill "Swift Foot" now available
Triple Harmony Ep	Doraat Fortress	Epic Skill "Triple Harmony" now available
All-Out Strike Ep	Dragon Horse Lair	Epic Skill "All-Out Strike" now available
Untold Clarity Ep	Sauronix Castle	Epic Skill "Untold Clarity" now available
Divine Right Epic	Nirva Island	Epic Skill "Divine Right" now available
Zen Sword Epic	West Palace	Epic Skill "Zen Sword" now available
Sacred Oath Epic		Epic Skill "Sacred Oath" now available
Royal Paradise Ep	Godwin Castle	Epic Skill "Royal Paradise" now available



# ORBS

## MAGIC ORBS

ORB NAME	COST	RESALE VALUE	EFFECT	CONVERT TO SCROLL
Fire Orb	6000	3000	Fire Magic - Mainly attack magic	Dancing Flames Scroll x3
Rage Orb	0	6000	Advanced Fire Magic - Mainly attack magic	Blazing Wall Scroll x3
Lightning Orb	6000	3000	Lightning Magic - Mainly attack magic	Berserk Blow Scroll x3
Thunder Orb	0	6000	Advanced Lightning Magic - Mainly attack magic	Soaring Bolt Scroll x3
Water Orb	7000	3500	Water Magic - Mainly healing magic	Breath of Ice Scroll x3
Flowing Orb	0	7000	Advanced Water Magic - Mainly healing magic	Kindness Rain Scroll x3
Wind Orb	5000	2500	Wind Magic - Mainly offensive/defensive magic	Wind of Sleep Scroll x3
Cyclone Orb	0	5000	Advanced Wind Magic - Mainly offensive/defensive magic	The Shredding Scroll x3
Earth Orb	4000	2000	Earth Magic - Mainly support magic	Clay Guardian Scroll x3
Mother Earth Orb	0	4000	Advanced Earth Magic - Mainly support magic	Vengeful Child Scroll x3
Shield Orb	35000	17500	Shield Magic - Mainly defense magic	
Pale Gate Orb	0	15000	Summon powerful beings from the void	
Resurrection Orb	0	12000	Holy Magic - Strong against dark dwellers	
Rage Sword Orb	6000	3000	Grants a sword the protection of Fire	
Thunder Sword Orb	6000	3000	Grants a sword the protection of Lightning	
Flowing Sword Orb	6000	3000	Grants a sword the protection of Water	
Cyclone Sword Orb	6000	3000	Grants a sword the protection of Wind	
M. Earth Sword Orb	6000	3000	Grants a sword the protection of Earth	
Condemnation Orb	0	10	Dark Magic - A lesser form of the Rune of Punishment	

## TECHNIQUE ORBS

ORB NAME	COST	RESALE VALUE	EFFECT
Howling Orb	0	5000	Gives ally monsters the Fury status
Viper Orb	10000	5000	A successful hit will kill foe, but Accuracy is lowered to 1/3
Titan Orb	12000	6000	For 2-handed swords. Deals 1.5x damage, then seals rune abilities
Unicorn Orb	12000	6000	For Spears. Deals 0.8x damage to a column of foes, then user is Unbalanced
Minotaur Orb	15000	7500	For Axes. Deals 0.6x damage to cluster of foes, then seals rune abilities
Lion Orb	20000	10000	For Hand-to-hand fighters. Deals 1.5x damage then lowers user's Magic and Magic Defense
Kite Orb	16000	8000	For Throwing weapons. Deals 0.5x damage to all foes, then user is Unbalanced
Great Hawk Orb	15000	7500	For Bows. Deals 0.5x damage to all foes, then user is Unbalanced
Pixie Orb	18000	9000	For Scepters. 2x damage, then user is Unbalanced
Ogre Orb	20000	10000	For Clubs. Deals 0.6x damage to front row enemies, then user is Unbalanced

## STATUS ORBS

ORB NAME	COST	RESALE VALUE	EFFECT
Strike-Back Orb	75000	37500	User can Counter all physical attacks, but Evasion drops by 50%
Double-Edged Orb	150000	75000	Damage dealt and received is doubled
Multi-Strike Orb	300000	150000	Can always deal consecutive attacks, but damage received is doubled
Killer Orb	300000	150000	Critical Hit odds increase by 50%, 10% chance of instant kill
Gale Orb	300000	150000	User always goes first in combat
Counter Orb	5000	2500	+50% chance of Thrust Back after Weapon Defense or Parry
Power Orb	32000	16000	Attack Power increases by 50%, but Physical Defense halved
Magical Orb	22000	11000	Magic increases by 50%, but Magic Defense halved
Fire Sealing Orb	0	4000	Blocks Fire Magic, but lowers user's resistance to Water Magic
Water Sealing Orb	0	4000	Blocks Water Magic, but lowers user's resistance to Fire Magic
Wall Orb	3500	1750	User's defense is doubled, but user can only Defend in combat
Waking Orb	35000	17500	User begins battles asleep, then Fury condition when awakens
Turtle Orb	6000	3000	Blocks negative status effects
Firefly Orb	25000	12500	User has Bull's Eye status (is targeted by foes more frequently)
Skunk Orb	25000	12500	User has Stench status (is targeted by foes less frequently)
Alert Orb	50000	25000	User enters Alert status after 3 turns
Sunbeam Orb	25000	12500	Recovers 1 HP every 3 steps on field, and 15 HP after each turn in combat
Drain Orb	0	10000	Recovers 10% of damage dealt as HP
Equilibrium Orb	0	20000	Blocks the Unbalance status
Magic Absorb Orb	0	4500	Recover 1 MP (from lowest to highest) with each successful attack
Boundary Orb	15000	7500	Magical damage reduced by 80%, but Physical Defense reduced to 0
Steel Orb	0	15000	Physical damage reduced by 80%, but Magic Defense reduced to 0
Violence Orb	18000	9000	Enters Violence state after being hit twice (user's next hit will do triple damage)
Fury Orb	300000	150000	User enters Fury state during combat (deals 50% extra damage, but Accuracy reduced)
Boost Orb	10000	5000	User's stats are boosted for 3 turns, then HP is reduced to 1
Crazed Orb	5000	2500	User enters Berserk state during combat (deals double damage but can only attack)
Knight Orb	6000	3000	User will automatically defend allies with 1/5 or less of Max HP
Phero Orb	50000	25000	Opposite-sex characters defend the user (50% chance)
Fortune Orb	0	10000	All party members receive double Experience
Prosperity Orb	0	85000	Gain double the Potch after battle
Champion's Orb	0	8000	Enemies who are lower level than user will not attack
Great Firefly Orb	0	6000	Odds of being attacked doubled
Silence Orb	0	2500	Silence effect added to attacks (30%)
Poison Orb	0	2500	Poison effect added to attacks (30%)
Venom Orb	0	2500	Venom effect (double Poison) added to attacks (30%), but may Poison user (20%)
Sleep Orb	6000	3000	Sleep effect added to attacks (30%)
Hunter Orb	36000	18000	Attack deals 1 damage and Accuracy is set to 5%. If attack succeeds, enemy will drop its rarest item



# ORB PIECES



## PIECES

ITEM NAME	COST	RESALE VALUE	DESCRIPTION
Rage Piece	0	1	Collect four to make a Rage Orb
Thunder Piece	0	1	Collect four to make a Thunder Orb
Flowing Piece	0	1	Collect four to make a Flowing Orb
Cyclone Piece	0	1	Collect four to make a Cyclone Orb
Mother Earth Pc	0	1	Collect four to make a Mother Earth Orb
Pale Gate Piece	0	1	Collect four to make a Pale Gate Orb
Resurrection Pc	0	1	Collect four to make a Resurrection Orb
Power Piece	0	1	Collect four to make a Power Orb
Magical Piece	0	1	Collect four to make a Magical Orb
Fire Sealing Pc	0	1	Collect four to make a Fire Sealing Orb
Water Sealing Pc	0	1	Collect four to make a Water Sealing Orb
Sunbeam Piece	0	1	Collect four to make a Sunbeam Orb
Drain Piece	0	1	Collect four to make a Drain Orb
Equilibrium Pc	0	1	Collect four to make an Equilibrium Orb
Magic Absorb Pc	0	1	Collect four to make a Magic Absorb Orb
Boundary Piece	0	1	Collect four to make a Boundary Orb
Steel Piece	0	1	Collect four to make a Steel Orb
Violence Piece	0	1	Collect four to make a Violence Orb
Boost Piece	0	1	Collect four to make a Boost Orb
Fortune Piece	0	1	Collect four to make a Fortune Orb
Prosperity Piece	0	1	Collect four to make a Prosperity Orb
Great Firefly Pc	0	1	Collect four to make a Great Firefly Orb

# RECOVERY ITEMS



## HP RECOVERY

ITEM NAME	NO. OF USES	COST	RESALE VALUE	DESCRIPTION
Medicine	5	50	25	Recover 100 HP
Mega Medicine	3	200	100	Recover 200 HP
Immortal Medicine	2	1000	500	Recover all HP
Dragon Incense	1	0	30000	Battle members recover all HP in battle
Cheesecake	6	40	20	Recover 50 HP
Baked Cheesecake	6	150	75	Recover 150 HP
Rare Cheesecake	6	500	250	Recover 300 HP

## MP RECOVERY

ITEM NAME	NO. OF USES	COST	RESALE VALUE	DESCRIPTION
Mixed Herbs	1	0	10000	Recover all MP

## AUTOMATIC RECOVERY

ITEM NAME	NO. OF USES	COST	RESALE VALUE	DESCRIPTION
Sacrificial Jizo	1	5000	2500	Automatically recover from Unconscious effect with 10% of Max HP
Sacrificial Buddha	1	20000	10000	Automatically recover from Unconscious effect with 50% of Max HP

## STATUS RECOVERY

ITEM NAME	NO. OF USES	COST	RESALE VALUE	DESCRIPTION
Antitoxin	3	50	25	Cures the Poison and Venom status effects
Cough Drop	3	50	25	Cures the Silence status effect
Eye Drops	3	50	25	Cures the Darkness status effect
Smelling Salts	3	50	25	Cures the Sleep status effect

## RECOVERY ITEMS

continues over



## RECOVERY ITEMS (cont'd)

### RESTAURANT ITEMS

ITEM NAME	NO. OF USES	COST	RESALE VALUE	DESCRIPTION
Tomato Salad	1	100	50	Recover 100 HP. ATK +5 for 3 turns
Potato Salad	1	200	100	Recover 100 HP. ATK +10 for 3 turns
Carpaccio Salad	1	500	250	Recover 100 HP. ATK +20 for 3 turns
Deluxe Salad	1	1000	500	Recover 100 HP. ATK +25 for 3 turns
Juice	1	100	50	Recover 100 HP. MAG +5 for 3 turns
Fruit Punch	1	200	100	Recover 100 HP. MAG +10 for 3 turns
Vegetable Juice	1	500	250	Recover 100 HP. MAG +15 for 3 turns
Retso Nectar	1	1000	500	Recover 100 HP. MAG +20 for 3 turns
Broiled Eel	1	200	100	Recover 200 HP. MDF +5 for 3 turns
Sashimi Combo	1	400	200	Recover 200 HP. MDF +10 for 3 turns
Deluxe Sashimi	1	1000	500	Recover 200 HP. MDF +15 for 3 turns
Imperial Fish	1	2000	1000	Recover 200 HP. MDF +20 for 3 turns
Rolled Cabbage	1	200	100	Recover 200 HP. PDF +10 for 3 turns
Carp Soup	1	400	200	Recover 200 HP. PDF +20 for 3 turns
Beef Stew	1	1000	500	Recover 200 HP. PDF +30 for 3 turns
Chicken Curry	1	2000	1000	Recover 200 HP. PDF +40 for 3 turns
Grilled Salmon	1	300	150	Recover 300 HP. ATK +15 for 3 turns
Abalone Steak	1	600	300	Recover 300 HP. ATK +25 for 3 turns
Grilled Chicken	1	1500	750	Recover 300 HP. ATK +30 for 3 turns
Marbled Steak	1	3000	1500	Recover 300 HP. ATK +35 for 3 turns
Tuna Rice Bowl	1	300	150	Recover 300 HP. MAG +10 for 3 turns
Crab Rice Bowl	1	600	300	Recover 300 HP. MAG +20 for 3 turns
Matsutake Rice	1	1500	750	Recover 300 HP. MAG +25 for 3 turns
Seafood Rice Bowl	1	3000	1500	Recover 300 HP. MAG +30 for 3 turns
Full Course	1	5000	2500	Recover all HP. ATK/MAG +20 for 3 turns
Deluxe Full Course	1	10000	5000	Recover all HP. ATK/MAG +30 for 3 turns

## SCROLLS

### SCROLLS

ITEM NAME	NO. OF USES	COST	RESALE VALUE	DESCRIPTION
Flaming Arrows S	3	300	150	Casts "Flaming Arrows" on enemies
Dancing Flames S	3	600	300	Casts "Dancing Flames" on enemies
Blazing Wall Scr	3	0	600	Casts "Blazing Wall" on enemies
Thunder Runner S	3	300	150	Casts "Thunder Runner" on enemies
Berserk Blow Scr	3	600	300	Casts "Berserk Blow" on enemies
Soaring Bolt Scr	3	0	600	Casts "Soaring Bolt" on enemies
Breath of Ice S	3	700	350	Casts "Breath of Ice" on enemies
Kindness Rain S	3	0	700	Casts "Kindness Rain" on enemies
Wind of Sleep S	3	500	250	Casts "Wind of Sleep" on enemies
The Shredding S	3	0	500	Casts "The Shredding" on enemies
Clay Guardian S	3	400	200	Casts "Clay Guardian" on enemies
Vengeful Child S	3	0	400	Casts "Vengeful Child" on enemies



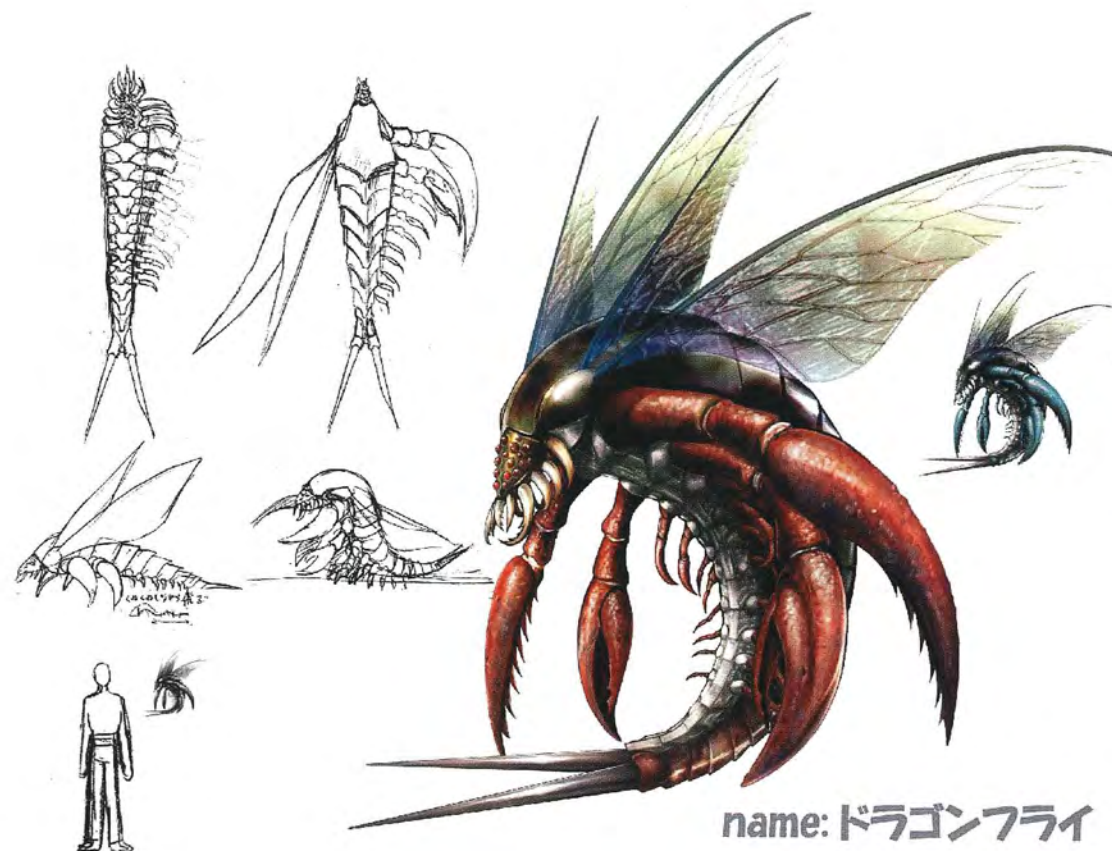




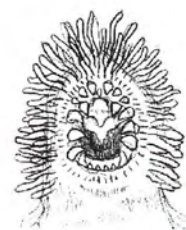
# Concept Art Gallery



name: クジャタ



name: ドラゴンフライ



name: フロップ



身体のあちこちに傷があります。  
皮膚の薄そうな、今にも  
血のにじみそうな感じで、

ウルス 57.



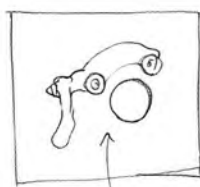
エンブレオ ラフ



外周の車輪は  
ペダルのような感じで  
内周の歯と見比べると  
独立した歯と見えます。

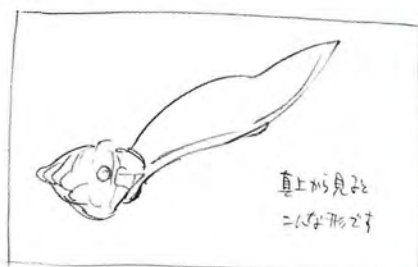
(「眼」の中心  
小さな輪を  
白く塗り)

背中の  
突起の  
下に  
浮いた部分。

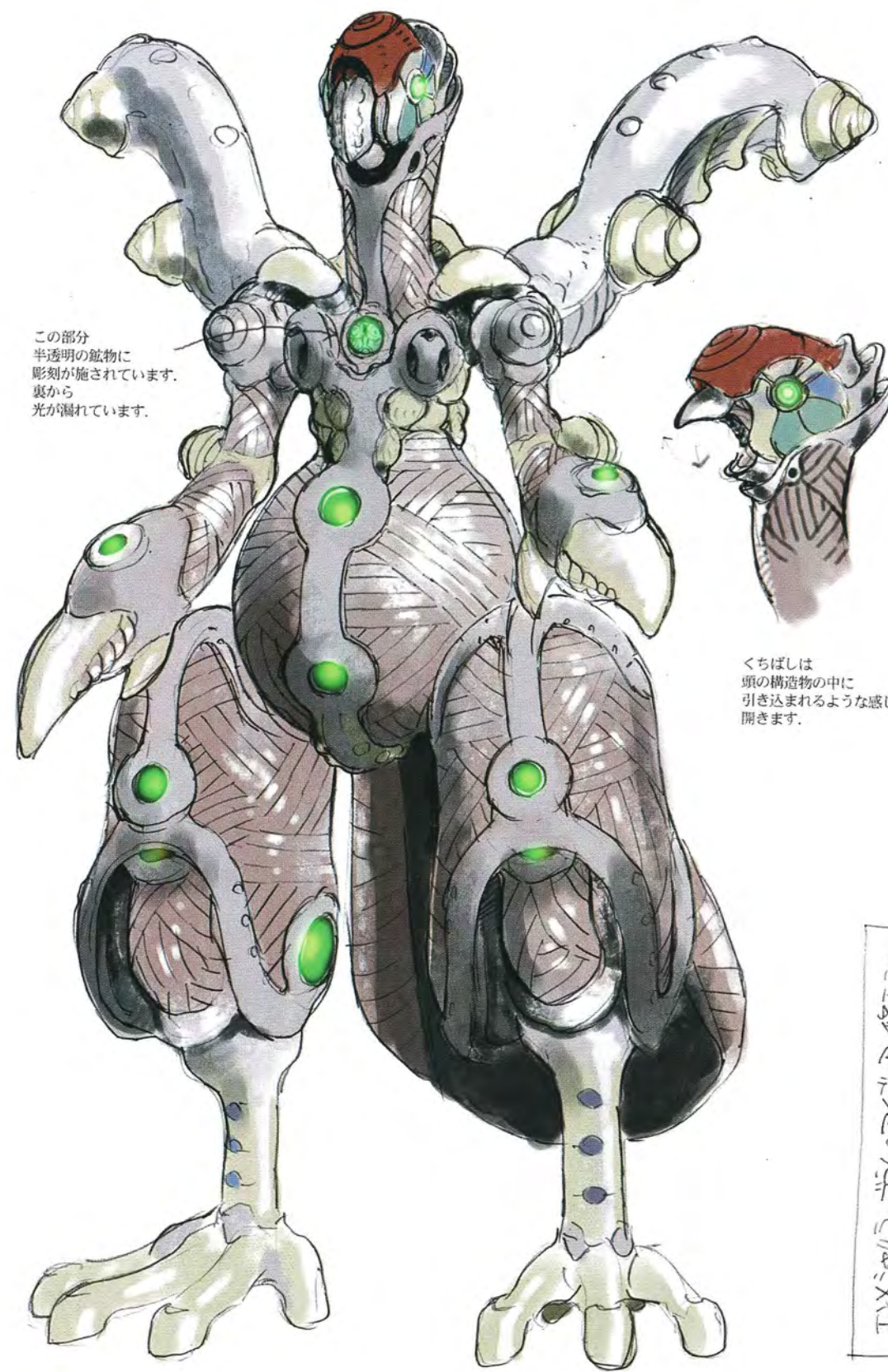


全体は半透明  
発光しています。

エンブレオ・ラム  
光る 試案



直上から見ると  
こんな形です



この部分  
半透明の躯体に  
彫刻が施されています。  
裏から  
光が漏れています。

くちばしは  
頭の構造物の中に  
引き込まれるような感じで  
開きます。

エンブレオ・ラムのデザイン修正ラフ

Introduction

Basic  
Training

Walkthrough

Mini  
Games

Characters

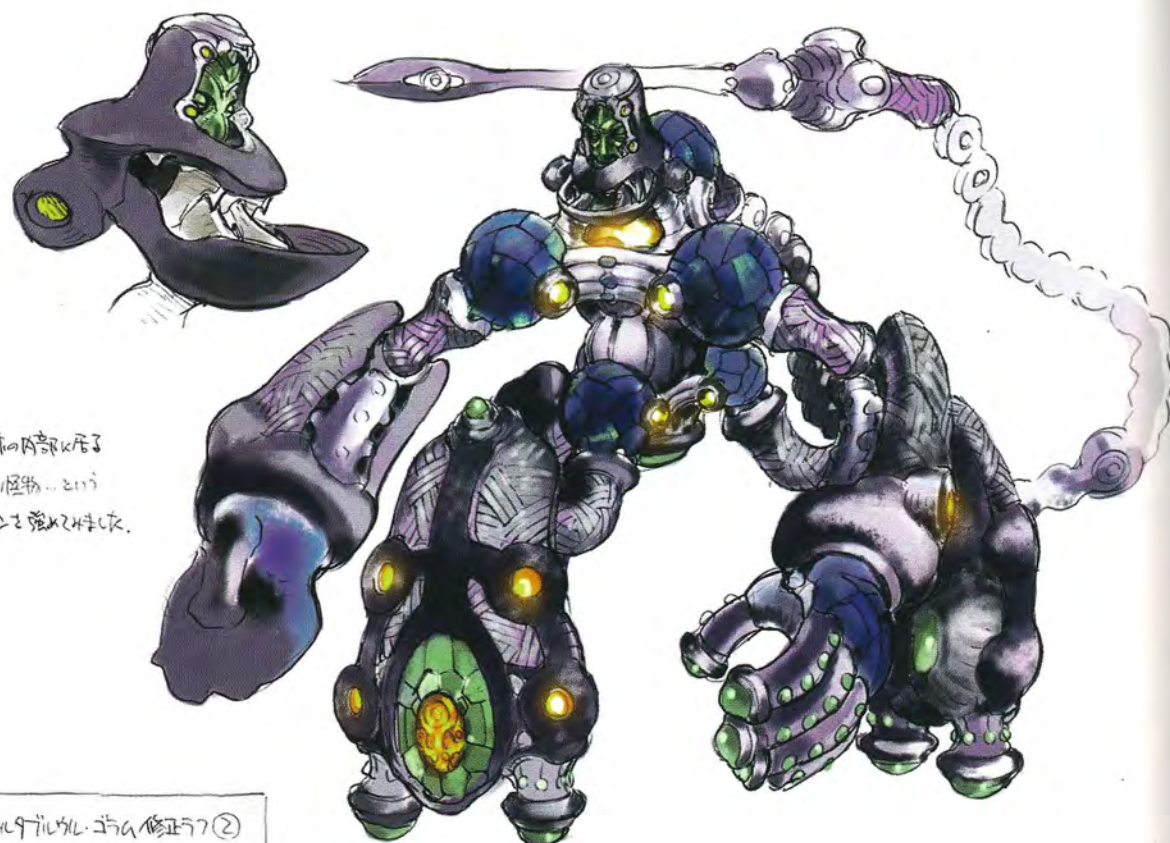
Appendices

Art  
Gallery



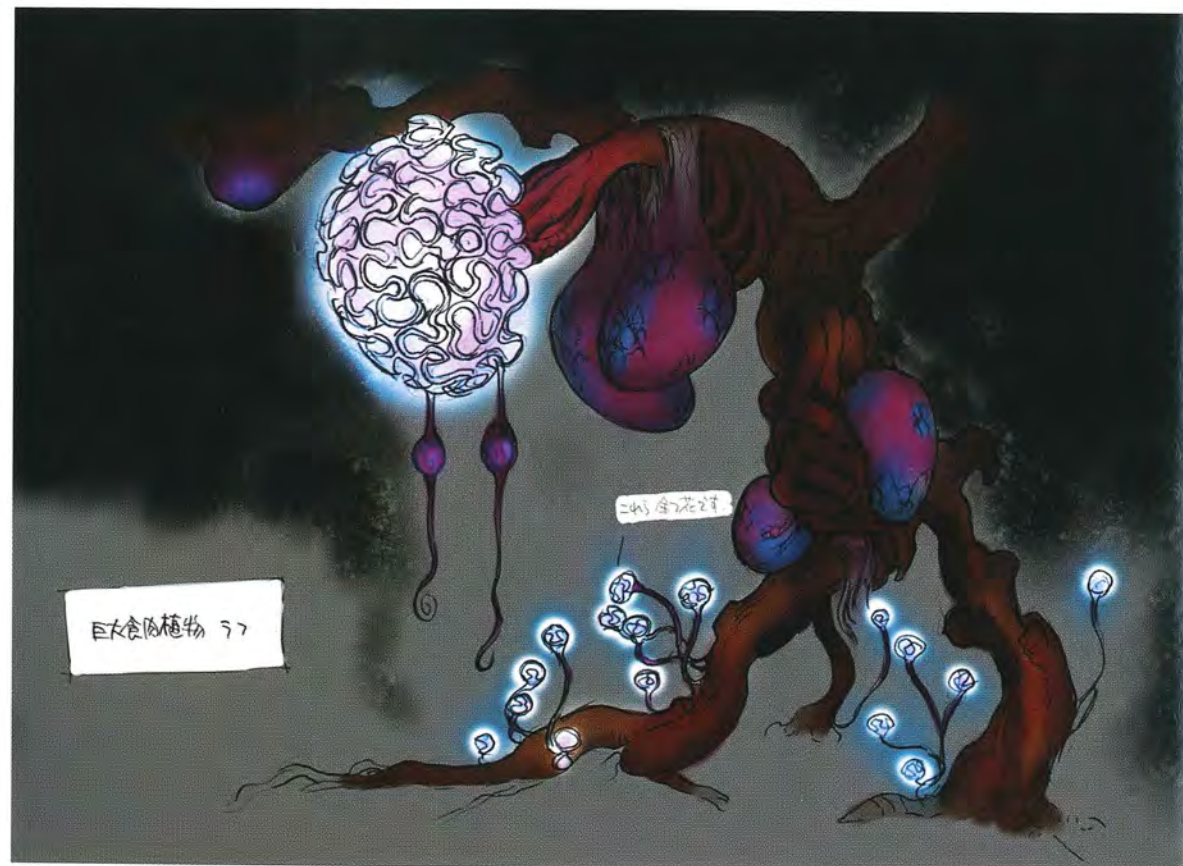






造敵の内部に居る  
石の怪物...という  
トーンを強めてみた。

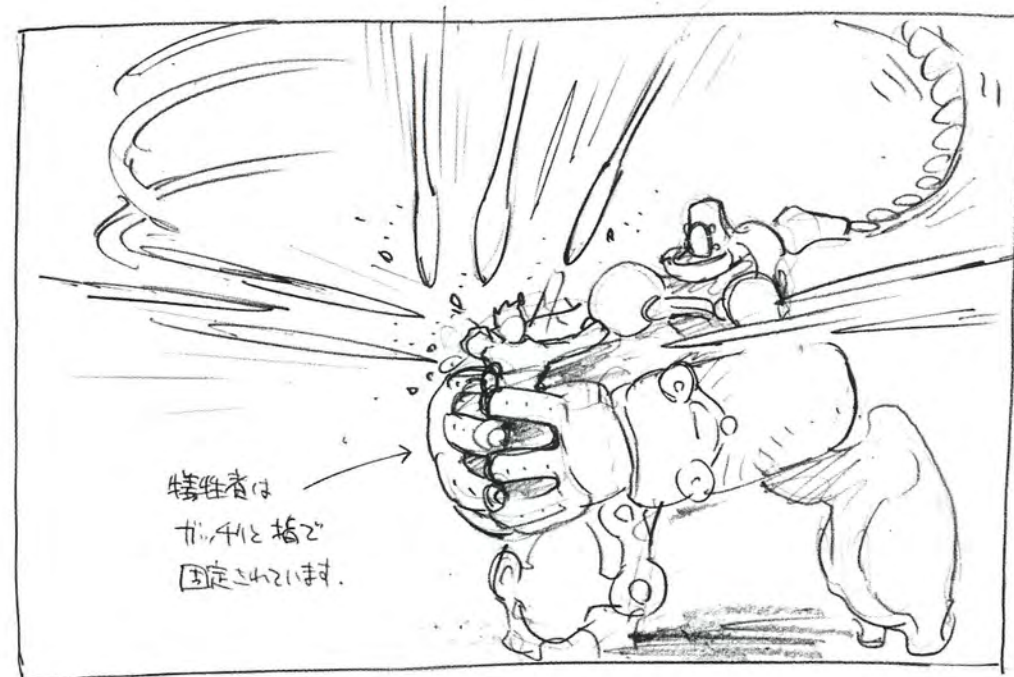
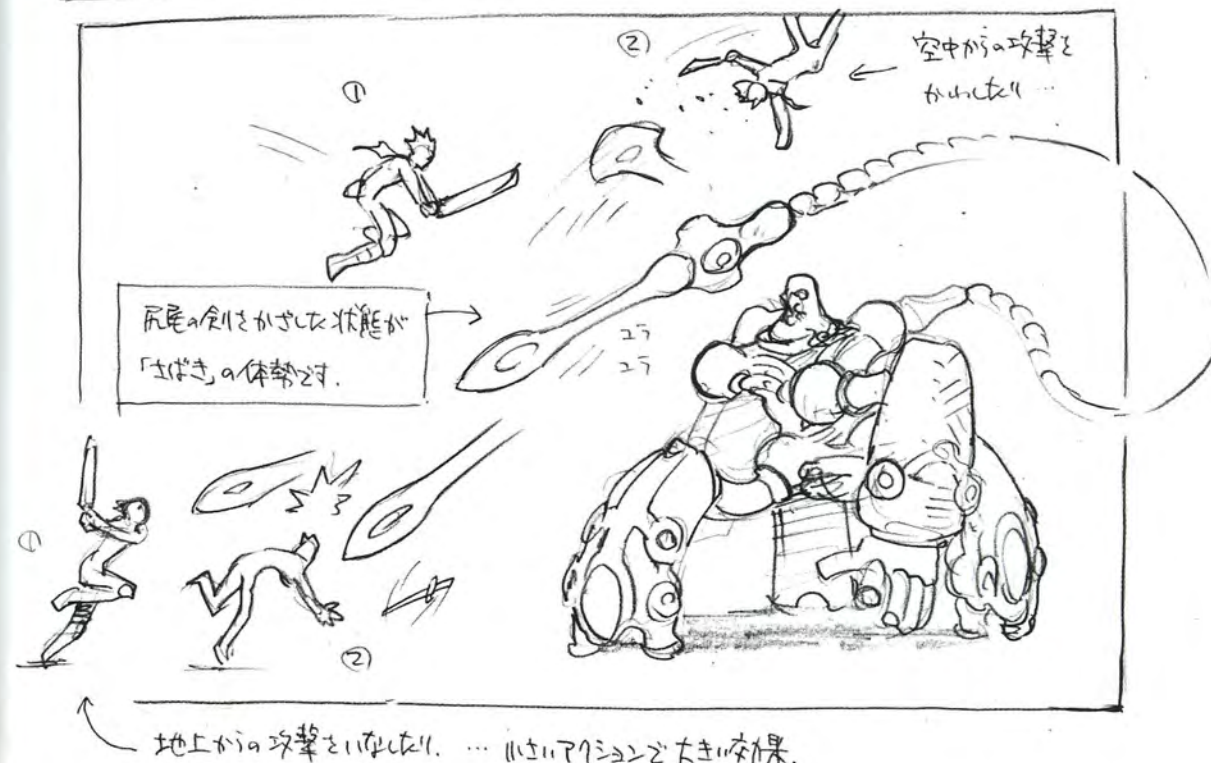
ギルガメッシュ・ゴラム修正②



巨大食肉植物 ㍻

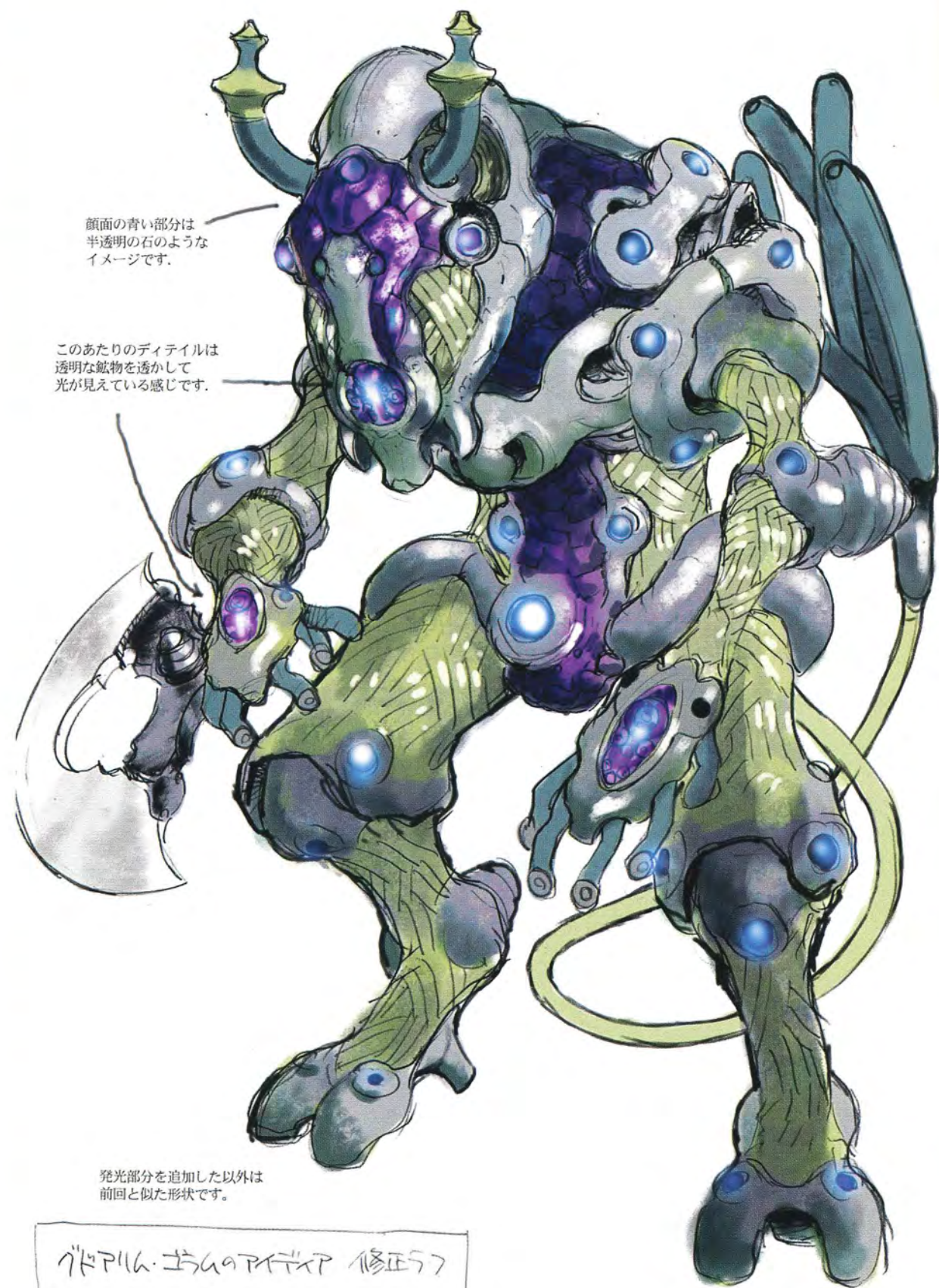
これに食うぞ

ギルガメッシュ・ゴラム 尾を使う技



。ものすごい速度でさまざまな方向からつかまえて相手を突きまわります。  
ザクザクザクザク...と。





顔面の青い部分は  
半透明の石のような  
イメージです。

このあたりのディテールは  
透明な鉱物を透かして  
光が見えている感じです。

発光部分を追加した以外は  
前回と似た形状です。

グッドアム・ゴラムのアイデア 修正ラフ

# 太陽の紋章の化身

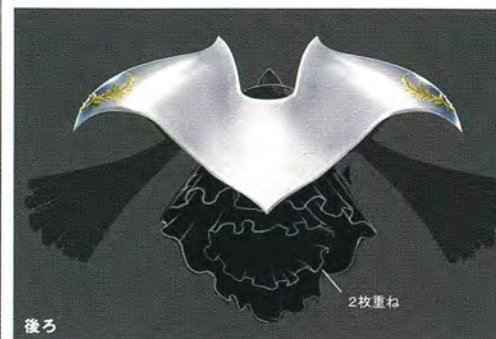


外側右回転  
内側左回転

中から光の玉が出て  
モンスターに変化。  
中央の玉の動きに  
合わせて動く。



正面

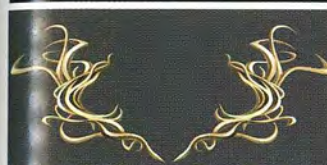


後ろ

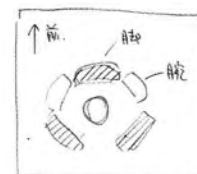
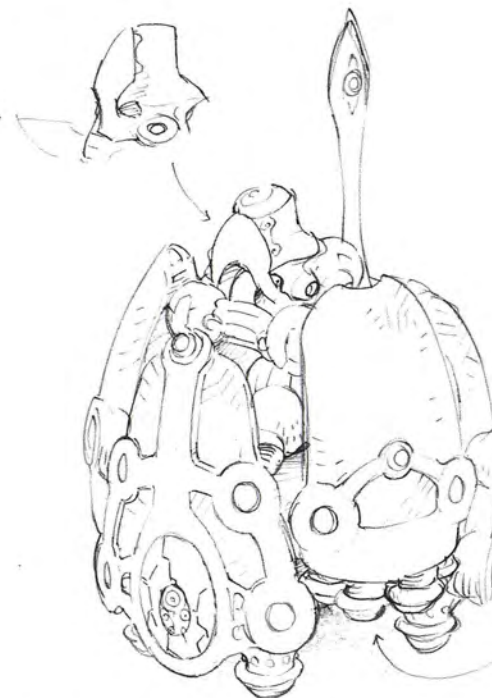


横

サイズ比較



下向き  
顔と  
覆う。



後ろの足は  
鎧の足と見えて  
ほしいです。



横

筆を太くして  
収めたいです。

グッドアム・ゴラム 防御形態

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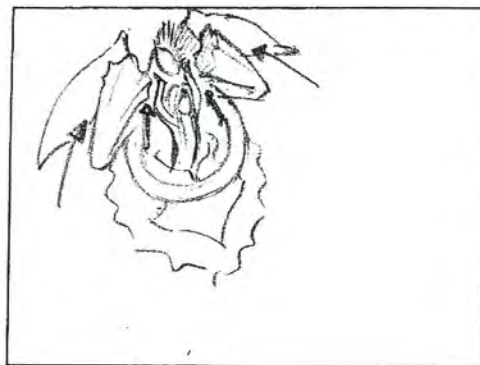
Characters

Appendices

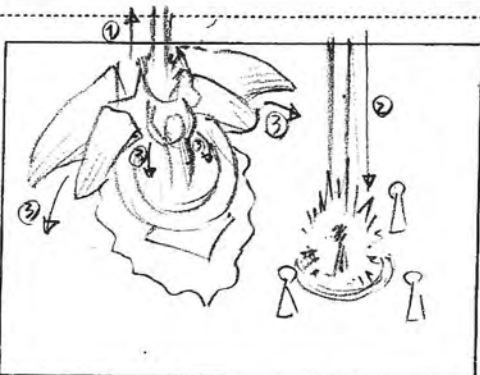
Art  
Gallery



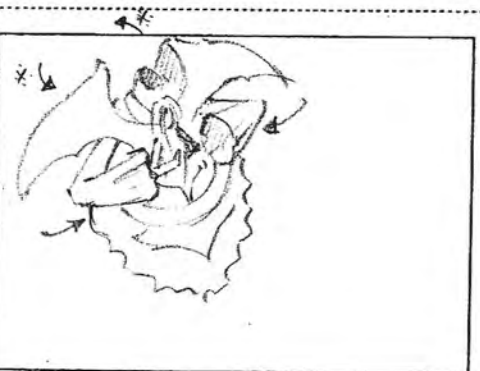
PROJECT 65 TITLE mel05b 太陽の紋章の化身 ③ NAME 大谷 DATE NO. 2/8



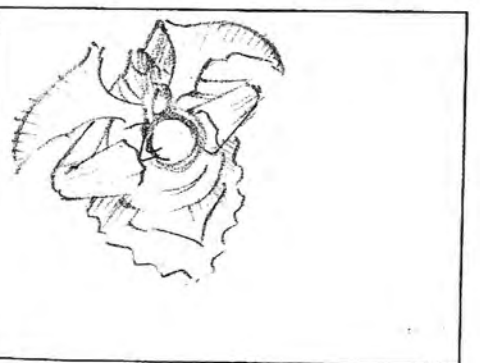
mel05b-103 攻撃①  
「ウシュマガリ1」(単体)  
女性像の腕と、袖部分が、  
上部の穴に向かし、  
穴に光が溜っていく。



穴から上に向け、  
光線が放射され、  
対象の頭上から、  
降ってきた爆発。  
単体ダマージ。  
腕と袖は定位置へ戻る。



mel05b-104 攻撃②  
「ウシュマガリ2」(縦一列)  
※最初に対象の列に向け、  
体の角度を変える。  
腕と袖、胸の前へ。

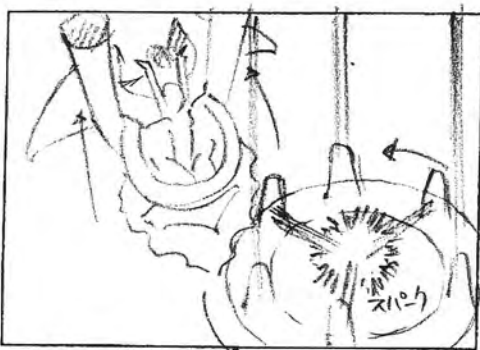


胸元で光球が  
大きくなっていく。

PROJECT 65 TITLE mel05b 太陽の紋章の化身 ⑤ NAME 大谷 DATE NO. 5/8



肘をまげると、  
光の輪から使い魔が  
せり上ってくる。  
輪と使い魔が  
回転したず。



腕、袖を上に向け。  
使い魔から光線が出る。  
(3体と上へ向け、  
もう3体は輪の中心に向け。  
(回転は継続。))



腕、袖をふりおろす。  
上に向けた光線が  
傾き、スパークを伴い降りてくる。  
上と下のスパークが、  
合わさって...  
(回転は継続。))

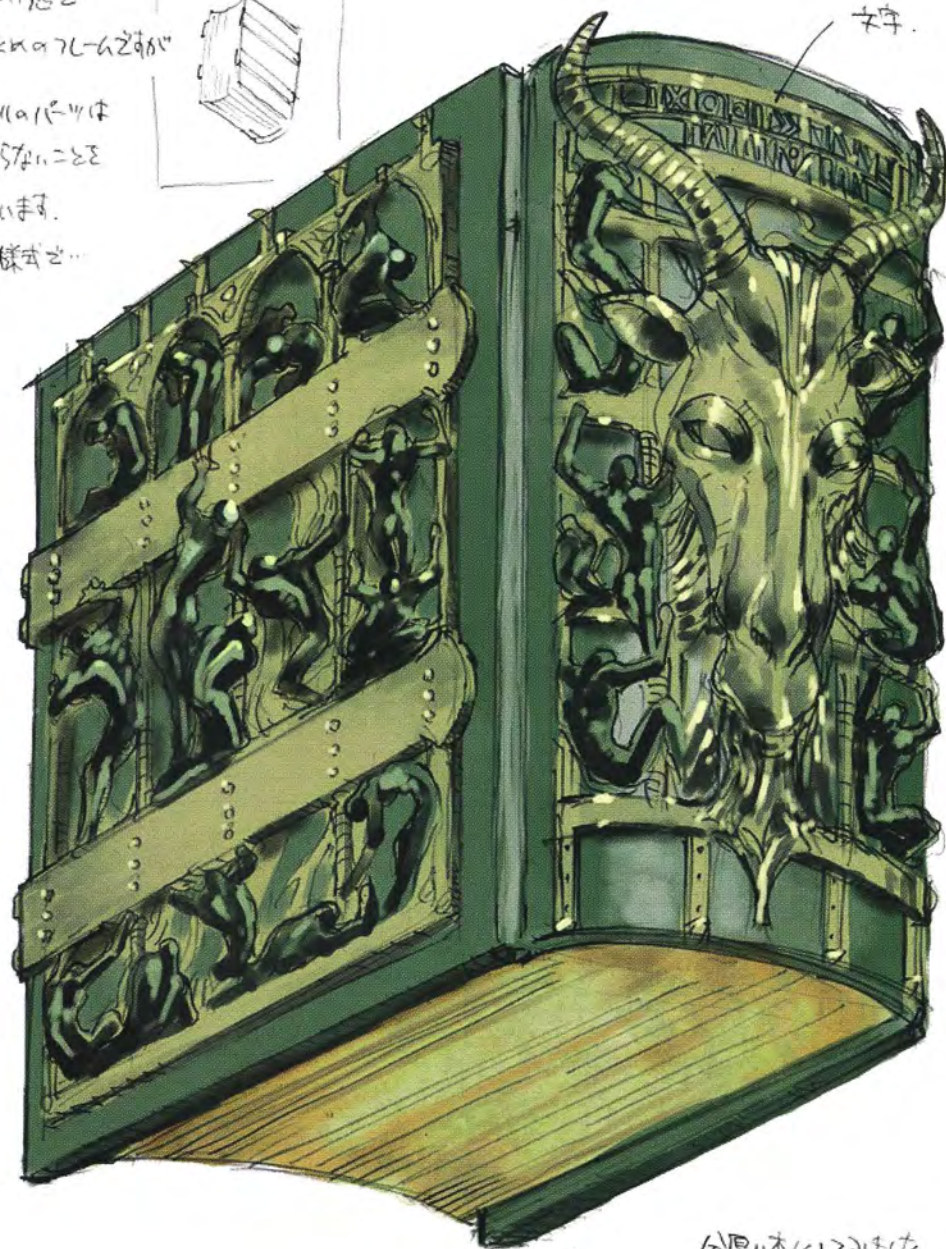
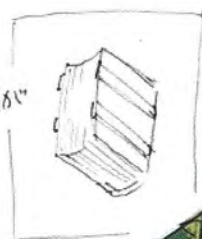


大爆発。  
味方全体にダマージ。  
爆発にまぎれて、  
輪と使い魔はフェードアウト。  
腕と袖は定位置に戻る。



本を閉じた状態で  
固定する仕組みが...

...「小口」側は  
特に作らないこと  
想定しています。  
おまじ様式で...



ギリシア文字風の  
文字。

分厚い本に似せた。  
法律関係の書籍かな...

「法律書」の化身 ㄉㄉ。



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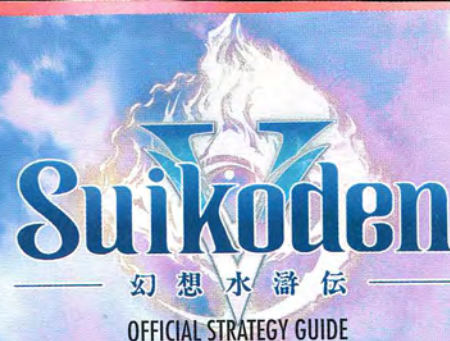


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# Suikoden

幻想水滸伝  
OFFICIAL STRATEGY GUIDE

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